VISIT…

DUNGEONS & DRAGONS® Supplement

PLANAR HANDBOOK™

A Player's Guide to the Planes

Bruce R. Cordell and Gwendolyn F.M. Kestrel

PLANAR HANDBOOK™

A Player's Guide to the Planes

Bruce R. Cordell and Gwendolyn F.M. Kestrel

Contents

Introduction 4
A Player's Guide to the Planes 4
Chapter Summary 4
What You Need to Play 4

Chapter 1: Races 5
Choosing a Race 5
Racial Characteristics 5
Aasimars 6
Bariaurs 7
Buommans 8
Mephlings 10
Neraphim 12
Shadowswyfts 13
Spikers 14
Tieflings 15
Wildren 16
Age, Height, and Weight 18
Character Age 18
Height and Weight 18
Powerful Races 18
Avoral Guardinal 19
Chain Devil 21
Hound Archon 22
Janni 24
Lillend 25

Chapter 2: Classes and Feats 27
Planar Substitution Levels 27
Barbarian 28
Bard 29
Cleric 30
Druid 31
Fighter 32
Monk 32
Paladin 33
Ranger 34
Rogue 34
Sorcerer 35
Wizard 36
Feats 37
Heritage Feats 37
Feat Descriptions 37

Chapter 3: Prestige Classes 43
The Athar 43
Lore of the Athar 44
Prestige Class: Defiant 44
The Doomguard 46
Lore of the Doomguard 47
Prestige Class: Doomlord 47
The Fated 49
Lore of the Fated 50
Prestige Class: Fatemaker 50
The Mind's Eye 52
Lore of the Mind's Eye 52
Prestige Class: Visionary Seeker 53
The Society of Sensation 54
Lore of the Sensates 55
Prestige Class: Ardent Dilettante 55
The Transcendent Order 58
Lore of the Transcendent Order 58
Prestige Class: Cipher Adept 58
The Xaositects 60
Lore of the Xaositects 61
Prestige Class: Chaotician 61
Other Prestige Classes 63
Astral Dancer 63
Elemental Warrior 65

Chapter 4: Equipment and Magic Items 67
Availability 67
Equipment 67
Weapons 67
Armor 69
Goods and Services 70
Mounts and Vehicles 72
Special Substances and Items 75
Magic Items 78
Armor and Shields 78
Weapons 79
Rings 80
Rods 81
Staffs 81
Wondrous Items 82

Chapter 5: Spells 85
Planar Domains 85
The Abyss 85
Arborea 86
Baator 86
Celestia 87
Elysium 87
Hades 88
Limbo 88
Mechanus 88
Spell Lists 89
Bard Spells 89
Blackguard Spells 89
Cleric Spells 89
Druid Spells 90
Paladin Spells 91
Ranger Spells 91
Sorcerer/Wizard Spells 91
Spells 92

Chapter 6: Creatures of the Planes 107
Anarchic Creature 107
Creating an Anarchic Creature 108
Astral Kraken 109
Axiomatic Creature 110
Creating an Axiomatic Creature 111
Dharculus 112
Dwarf, Frost 113
Elementite Swarm 114
Air Elementite Swarm 114
Earth Elementite Swarm 115
Fire Elementite Swarm 116
Water Elementite Swarm 116
Elsewhale 117
Elysian Thrush 118
Energon 119
Xac-Yel 119
Xac-Yij 120
Xap-Yaup 121
Xong-Yong 121
Xor-Yost 122
Entropic Creature 122
Creating an Entropic Creature 123
Gaspar 124
Gnome, Fire 125
Limbo Stalker 126
Nightmare, Lesser 127
Blackguards and Lesser Nightmares 128
Pack Fiend 128
Shadow Jelly 129
Unraveler 130
Ur'Epona 130
Vivacious Creature 131
Creating a Vivacious Creature 132
Void Ooze 133
New Creatures and Summon Spells 134

Chapter 7: Planar Sites 135
Cosmology Overview 135
The Material Plane 135
The Transitive Planes 135
The Inner Planes 136
The Outer Planes 136
The Demiplanes 136
Geography of the Planes 138
Planar Metropolises 138
The City of Brass 138
Sigil 141
Tu'narath 146
Planar Breaches 151
Mechanics of a Planar Breach 151
Breach Candidacy 153
Random Breaching 153
Planar Touchstones 153
What Makes a Touchstone? 154
Traveling to Touchstone Sites 154
Touchstones on the Planes 154
Encounter Level 4 Sites 155
Encounter Level 5 Sites 155
Encounter Level 6 Sites 158
Encounter Level 7 Sites 161
Encounter Level 8 Sites 165
Encounter Level 9 Sites 168
Encounter Level 10 Sites 171
Encounter Level 11 Sites 174
Encounter Level 12 Sites 178
Encounter Level 13 Sites 182
Encounter Level 14 Sites 184
Appendix: Planar Encounters 187
Building a Plane-Specific Encounter Table 187

Introduction

You've adventured in sunken ruins, abandoned dwarven mines, temples to death gods, and the thief-filled sewers of large cities. Still, you know there must be more to adventure, more to reality than what you've so far seen. You yearn to experience for yourself the mystical realms told about in stories and authenticated by the appearances of strange outsiders pulsing with elemental vigor or divine strength. You knew there had to be more to the multiverse. And you were right.

A PLAYER'S GUIDE TO THE PLANES

The *Dungeon Master's Guide* and *Manual of the Planes* both provide information on creating games that take place on worlds other than the Material Plane. But as excellent a resource as both these books are, they are primarily aimed at the Dungeon Master.

The *Planar Handbook* is organized differently. It was written and compiled with players, and player characters, in mind. The *Planar Handbook* offers a vast array of options for exploring and adventuring on the planes. Like a hero of myth, your character can descend into the land of the dead, traverse Olympian mounts, or battle devils in Hell itself.

In this player's guide to the planes, you'll discover new races, feats, equipment, spells, and magic items to help burst the barriers and bridge the gaps between the Material Plane and other environments and realities. New tricks for "ordinary" characters are also provided; now a barbarian, fighter, or sorcerer can improve his or her ability to function and survive on other planes by taking special planar substitution levels.

Another highlight of this book is the concept of planar touchstones—points of power interspersed throughout the multiverse that are ripe for the tapping. By knowing where they are and how they work, your character can tour a small constellation of planar touchstones to which she is attuned, thereby directly charging her body with planar power.

Now, *you* hold the reins for instigating a trip away from the familiar Material Plane. With this handbook, you can become better prepared to make that trip—and to return.

CHAPTER SUMMARY

Chapter 1: Races. This chapter introduces several new character races—buommans, mephlings, neraphim, shadowswyfts, spikers, and wildren—as well as a selection of planar character races from previous products. It also presents several powerful races in the "monster class" format popularized by *Savage Species*: avoral guardinal, chain devil, hound archon, janni, and lillend.

Chapter 2: Classes and Feats. This chapter introduces the planar substitution level—a new option for characters using the standard classes from the *Player's Handbook*. The chapter also includes new plane-specific and planar-inspired feats, such as Acheron Flurry, Celestial Summoning Specialist, and Planar Familiar. Two new feats, Planar Touchstone and Personal Touchstone, allow a character to "plug into" extraplanar locations that exude power, which that character can then channel and use. Finally, a new category of feats—heritage feats—enables you to define your character's extraplanar ancestry in new ways.

Chapter 3: Prestige Classes. Take your character in an exciting new direction with the elemental warrior, astral dancer, cipher adept, or doomlord, to name just a few of the prestige classes presented here. Most of the classes in this chapter are presented along with descriptions of organizations appropriate to a planar campaign, which may serve as allies or foes of the player characters.

Chapter 4: Equipment and Magic Items. When all the planes are your marketplace, the variety of possible equipment is nearly infinite. This chapter provides a small sampling of that variety, focusing on a few weapons, armors, gear, and other useful items available "out there." For those interested in getting around the planes in a reliable manner, planar mounts or plane-traipsing vehicles, such as the ethereal tunneler, may be just the thing.

Chapter 5: Spells. When your knowledge of spells is informed by familiarity with multiple dimensions, magic undreamed of could be yours. With these new resources, you can precipitate a dimensional rift, summon mighty new monsters, tap into the abilities of extraplanar creatures, or even open up entirely new domains of divine power.

Chapter 6: Creatures of the Planes. Here you'll find plane-hopping creatures and monsters native to other planes to challenge all characters. A few, such as the elsewhale and the lesser nightmare, could serve your character as a mount, ally, or summoned servant.

Chapter 7: Planar Sites. In addition to traveling tips, a discussion of planar breaches, and tours of some big-name metropolises that any planar adventurer will want to visit sometime during his career, this chapter describes dozens of planar touchstone locations—sites that let you tap into the higher-order powers of the multiverse.

WHAT YOU NEED TO PLAY

Planar Handbook makes use of the information in the three D&D core rulebooks—*Player's Handbook, Dungeon Master's Guide,* and *Monster Manual*. In addition, it includes references to material (primarily monster descriptions) from several D&D supplements, including *Manual of the Planes, Monster Manual II, Fiend Folio, Draconomicon, Miniatures Handbook, Book of Exalted Deeds, Book of Vile Darkness,* and *Epic Level Handbook*. Although possession of any or all of these supplements will enhance your enjoyment of this book, they are not strictly necessary.

Illus. by D. Roach

The races presented in the *Player's Handbook* are perfectly suitable to a planar campaign. Humans, elves, dwarves, and the other races all travel between the planes, and some even choose to make their homes there.

Players and DMs wishing for a more multiplanar feel to the campaign might choose to incorporate characters from one or more of the planar-oriented races in this chapter. Some of these races hail from specific planes, while others simply show the signs of planar ancestry, but all of them have a distinctly planar flavor. The neraphim originate in Limbo, but some have found their way to the great planar metropolises, including Sigil and Union. The wildren travel the wild places between planes, enjoying their capacity to seek and explore, while the Acheron-born spikers seek to prove themselves in combat wherever they go.

CHOOSING A RACE

After you roll your ability scores (see page 7 of the *Player's Handbook*) but before you write them on your character sheet, choose your character's race. At the same time, you'll want to choose his or her class, since race affects how well he or she can do in each class. Once you know your character's race and class, assign your ability score rolls to particular abilities, alter the abilities according to race (see Table 1–1: Racial Ability Adjustments, on the next page), and continue detailing your character.

RACIAL CHARACTERISTICS

Your character's race determines some of his or her qualities.

Race Adjustments

Find your character's race on Table 1–1: Racial Ability Adjustments and apply the adjustments you see there to your character's ability scores. If these changes raise your score above 18 or below 3, that's okay. Exception: Intelligence for characters cannot go below 3. If your character would have an Intelligence of 1 or 2 after applying ability adjustments, make it 3 instead.

In addition, each race's favored class is listed on Table 1–1: Racial Ability Adjustments. A character's favored class doesn't count against the character when determining experience point penalties for multiclassing (see Experience for Multiclass Characters, page 60 of the *Player's Handbook*).

The level adjustment (Level Adj.) is also given for each race. This number indicates the effective

Table 1–1: Racial Ability Adjustments

Race	Level Adj.	Ability Adjustments	Favored Class	Bonus Languages
Aasimar	+1	+2 Wis, +2 Cha	Paladin	Draconic, Dwarven, Elven, Gnome, Halfling, Sylvan
Bariaur	+1	+2 Str, –2 Cha	Ranger	Abyssal, Infernal
Buomman	+0	+2 Wis, –2 Cha	Monk	Aquan, Githzerai, Terran
Mephling, Air	+1	+2 Dex, –2 Int, +2 Cha	Bard	Aquan, Auran, Ignan, Terran
Mephling, Earth	+1	+2 Str, –2 Dex, –2 Int, +2 Cha	Druid	Aquan, Auran, Ignan, Terran
Mephling, Fire	+1	+2 Dex, –2 Int, +2 Cha	Sorcerer	Aquan, Auran, Ignan, Terran
Mephling, Water	+1	+2 Con, –2 Int, +2 Cha	Monk	Aquan, Auran, Ignan, Terran
Neraph	+0	None	Ranger	Common, Celestial, Abyssal
Shadowswyft	+1	+2 Dex, –2 Con	Rogue	Abyssal, Celestial, Elven
Spiker	+0	None	Fighter	Infernal
Tiefling	+1	+2 Dex, +2 Int, –2 Cha	Rogue	Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Orc
Wildren	+1	+4 Con, –2 Dex, –2 Cha	Barbarian	Sylvan, Gnome, Goblin, Orc, Terran

level of the character you bring to the table and is useful for comparing the power of your character's race to the power of characters of the standard races.

Finally, Table 1–1 lists each race's bonus languages. All characters know how to speak Common. Some races also speak a racial language. Smart characters (those with an Intelligence bonus) speak other languages as well, one extra language per point of bonus. Select your character's bonus languages (if any) from the list found on the table.

Literacy: Unless your character is a barbarian (a class in the *Player's Handbook*), he or she can read and write all the languages he or she speaks.

AASIMARS

Carrying the blood of a celestial, an aasimar is usually good-aligned and fights against evil in the world. Some aasimars have a minor physical trait suggesting their heritage, such as silver hair, golden eyes, or an unnaturally intense stare.

Personality: Most aasimars strive for nobility in their behavior, but must often fight against tendencies toward vengefulness or quick judgment. Some also experience a great deal of prejudice, particularly from their human neighbors, which can lead to aloofness. Ultimately, most aasimars tend to be loners, unable to fully trust others.

Physical Description: Aasimars look human (and are roughly the same height and weight as members of that race), except for one distinguishing feature related to their unusual ancestry. This feature may take the form of silver hair, golden or even topaz eyes, iridescent skin, an intense stare, or a powerful, ringing voice.

Aasimars reach adulthood at about the same age as humans but are longer-lived, with the eldest members of the race living to be 150 years old.

Relations: Although aasimars are mostly human, they rarely feel like they fit in among human society. Instead, they get along best with other halfbreeds—namely, half-elves and half-orcs—because they usually share the same sort of semioutcast background. Good-aligned aasimars are also generally friendly toward bariaurs and wildren, which share some of their celestial heritage.

Of the other races, aasimars save their distrust for tieflings, whose fiendish ancestry strikes a chord of suspicion in the heart of the aasimar.

Alignment: Aasimars are usually good, as befits their celestial heritage. However, the extraordinarily rare evil aasimar often makes the vilest villain.

Religion: Aasimars have no chief deity. Popular choices among

An aasimar paladin

Illus. by D. Hudnut

aasimars include Heironeous, god of valor; Pelor, god of the sun; and Kord, god of strength. Those with a more judgmental outlook may venerate St. Cuthbert of the Cudgel.

Language: Aasimars have no cultural language, although those that realize their heritage usually learn Celestial. An aasimar usually learns the language of her parents.

Names: Aasimars generally take human names, though some change their names upon reaching young adulthood and realizing their heritage.

Adventurers: Aasimars make natural adventurers; their burning desire to battle evil easily draws them into such a life. Many pursue a divine calling, becoming paladins or clerics, but the race also boasts many powerful sorcerers, bards, fighters, and rangers.

A bariaur

AASIMAR RACIAL TRAITS

Aasimar characters have the following racial abilities and characteristics.

- +2 Wisdom, +2 Charisma.
- Outsider: Aasimars are outsiders native to the Material Plane, and thus have the outsider (native) type. They gain the extraplanar subtype when not on the Material Plane. They are not subject to spells or effects that affect only humanoids, such as *charm person* and *dominate person*.
- Medium: As Medium creatures, aasimars have no special bonuses or penalties due to their size.
- An aasimar's base land speed is 30 feet.
- Aasimars have darkvision out to 60 feet.
- Skills: Aasimars have a +2 racial bonus on Spot and Listen checks. They are naturally alert and attentive.
- *Daylight* (Sp): An aasimar can use *daylight*, as the spell, once per day. His caster level is equal to his character level.
- Resistance to acid 5, cold 5, and electricity 5: Aasimars share some of their celestial ancestors' resistance to energy damage.
- Automatic Languages: Common, Celestial. Bonus Languages: Draconic, Dwarven, Elven, Gnome, Halfling, Sylvan.
- Favored Class: Paladin. Inherently noble, many aasimars follow the calling of paladinhood.
- Level adjustment +1.

BARIAURS

Native to the rolling hills and woods of Ysgard, the centaur-like bariaurs wander the lands in search of evil. When a vile foe is located, the bariaurs charge into glorious battle.

Personality: To those unfamiliar with them, bariaurs appear carefree or even irresponsible, but this behavior is merely the outward sign of their wanderlust. They rarely remain in one place for long, preferring a life of travel to sedentary existence. When evil rears its ugly head, this carefree demeanor disappears, replaced by single-minded pursuit of that which endangers good folk of the area.

Physical Description: Standing roughly half a foot taller than a human, a bariaur resembles a centaur. Its lower body is that of a ram, with sleek brown or golden fur and cloven hooves. Its upper body is humanlike, powerfully muscled and sporting a pair of ramlike horns atop its head. The skin of a bariaur ranges in color from pale tan to deep nut-brown. The typical male weighs nearly 300 pounds, with females about 40 pounds lighter. The average bariaur reaches adulthood at about the same age as a half-elf, and the eldest members of the race live to well over 200 years of age.

Relations: Bariaurs are social and outgoing, though not foolishly trusting. They get along well with elves, gnomes, halflings, and wildren, as well as aasimars who aren't too strict in their outlook. They grudgingly accept dwarves as allies against evil. Halfbreeds, such as half-elves and half-orcs, are objects of curiosity to bariaurs. They are moderately suspicious of races with heritages tied to planes of evil or shadow, including tieflings and shadowswyfts, but they prefer to take a positive outlook about individuals until proven wrong.

Alignment: As creatures who value freedom, most bariaurs are chaotic good in alignment. Some more settled bariaurs tend toward neutrality in their approach to good, while a few stray from pure good toward neutrality. Evil bariaurs are extremely rare and always shunned from the flock.

Religion: Bariaurs revere Ehlonna, deity of the woodlands, more than most other deities. Some venerate Kord, god of strength, or Pelor, god of the sun.

Illus. by D. Martin

Language: Bariaurs have no racial language, using Celestial for most conversations. They also speak Common to allow them to converse with other races.

Names: A bariaur's name is given to him by his parents. It is usually a simple, one- or two-syllable name (the easier to be shouted across the hills of Ysgard). Within the flock, he denotes his parentage by adding "buck of" his father's name (or "doe of" the mother's name, if female); outside the flock, he relies instead on a flock name to indicate the extended family to which he belongs. Flock names typically describe the environments favored by the flock, and can change over time.

Male Names: Bex, Hul, Jek, Menok, Ril, Wyk.

Female Names: Daeth, Hysh, Saph, Tyth, Vash.

Flock Names: Cloverfield, Dalewatcher, Hillwalker, Woodstrider.

Adventurers: The bariaur's wanderlust makes him an ideal adventurer. Though leaving the flock can be a difficult decision, a young bariaur who seeks to take the fight to the evil creatures of the multiverse fits in well with most adventuring groups. Bariaurs frequently follow the path of the ranger, though bariaur fighters and barbarians are also common.

BARIAUR RACIAL TRAITS

Bariaur characters have the following racial abilities and characteristics.

- +2 Strength, –2 Charisma: Bariaurs are powerful, but they have underdeveloped social skills.
- Outsider: Bariaurs are native to the Heroic Domains of Ysgard, and thus have the outsider type. They gain the extraplanar subtype when not on Ysgard. They are not subject to spells or effects that affect only humanoids, such as *charm person* and *dominate person*.
- Medium: As Medium creatures, bariaurs have no special bonuses or penalties due to their size.
- A bariaur's base land speed is 40 feet.
- Bariaurs have darkvision out to 60 feet.
- Quadruped: As quadrupeds, bariaurs have a +4 bonus on checks to resist bull rush and trip attacks. They have a carrying capacity 1-1/2 times greater than normal for their Strength. They must wear barding (usually made of studded leather) instead of normal armor and cannot wear boots designed for humanoids.
- Powerful Charge: A charging bariaur can make a single ram attack that deals bludgeoning damage equal to 2d6 + 1-1/2 times the bariaur's Str modifier.

BARIAURS AND EXALTED BARIAURS

The bariaurs described in this book are the most common form of the race (also described in *Manual of the Planes*). The larger, more powerful form of bariaurs detailed in *Book of Exalted Deeds* are generally known as "exalted bariaurs," due to their closer connection to the powers of the celestial planes.

- Spell Resistance: Bariaurs have spell resistance equal to 11 + class level.
- +2 racial bonus on Will saves against spells and spell-like abilities.
- Skills: Bariaurs have keen senses, giving them a +2 racial bonus on Listen and Spot checks.
- Automatic Languages: Celestial, Common. Bonus Languages: Abyssal, Infernal. Bariaurs commonly learn the languages of fiendish creatures to better prepare themselves against such threats.
- Favored Class: Ranger.
- Level adjustment +1.

BUOMMANS

There might have been a time when the buommans were merely human visitors to the Astral Plane. But now, perhaps hundreds of millennia later, the buommans are neither merely visitors, nor merely human. Known to some astral denizens as the "moaning monks," buommans dwell in temples and shrines formed by astral debris, which they believe to be the mortal forms of sleeping deities, long forgotten. Whether the buommans inhabit these structures in the hope of awakening these deities, or in an effort to ensure that they stay asleep, is known only to the buommans.

Personality: Buommans are quiet, withdrawn, and deferential. Though they appear capable of understanding languages, they "speak" no tongue other than their low, booming songs in a dialect called Buommi, which appear to be more music than actual language.

Physical Description: Buommans appear more or less like humans, though with long, sagging faces and elongated hands and feet (a feature most prominent in the fingers and toes). On average, buomanns are slightly shorter and slightly heavier than humans. A male buomman has long hair and bushy brows; a female buomman has no apparent body hair. Buommans reach adulthood at about the same age as humans, and the eldest members of the race can live to be 120 years old.

Relations: Buommans often spend their entire lives in ascetic contemplation within the confines of the shrine or temple in which they were born. From time to time, though, a buomman (particularly a buomman monk) departs his or her home to explore the Astral Plane, or other planes, out of curiosity about the outside worlds. Sometimes these individuals gravitate to service with wandering githzerai, and occasionally venture back to Limbo with them. Buommans avoid confrontations with evil outsiders, more out of caution than from fear or dislike. If buommans have any enemies, they are most likely found on the planes of Pandemonium and the Abyss. Buommans get along quite well with creatures from the Elemental Plane of Earth or the Elemental Plane of Water.

Alignment: The average buomman is lawful, tending toward lawful neutral or lawful good. A few buommans are lawful evil or simply neutral.

Religion: Buommans eschew traditional religions, seeming, as they do, to worship their temple homes in the Astral Plane. A few who travel extensively develop an affinity for Fharlanghn, the god of roads. But few buommans become clerics of any deity, because their vow against speaking (described below) makes spellcasting difficult. Those who wish to learn to cast spells with verbal components must acquire the Nonverbal Spell feat (described on page 40).

Whether a buomman believes that the astral bodies that his race dwells upon are dead deities, sleeping deities to be awakened, or sleeping deities that must never rise is up to the individual buomman. Neutral buommans usually believe in the dead deities theory, while lawful good buommans believe that the deities are sleeping and will someday awake to spread their majesty again. Lawful evil buommans fear the return of these deities, and sing their songs to prevent them from awakening.

A buomman monk

Language: Buommans communicate with one another by means of their low, throaty songs, but the concepts they convey appear to be more abstract than informational. Contrary to rumor, a buomman does not constantly sing, but instead sings as part of rituals that mark his daily life. The buommans have a song for arriving, a song for leaving, a song for waking, a song for sleeping, a song for eating, and countless other songs for far less concrete concepts. Except for these songs, buommans choose not to speak any recognizable language, though they are capable of learning any language they choose. The average buomman, for example, understands Common; he simply never speaks it.

Names: For a race that has collectively taken a vow against speaking, buommans have a wide variety of names—all of which are based on musical notes. For example, a buomman female might express her name as a short melody in the key of D sharp, and a different buomman female might express her name as the same melody, but in B sharp. The name of the race reflects this tradition, being based on the deep, sustained note that every buomman learns to vocalize before he or she can walk: "buomm."

For the convenience of other races, buommans do not mind accepting nicknames, but they prefer those that have no harsh consonants. "Jak," for example, would be an uncomfortable appellation, while "Moony" would suit a buomman just fine.

Adventurers: Most buommans who feel the urge to explore are younger members of the race. They usually set out with the goal of gathering information for the temple (which usually means seeing the multiverse), with the intent of returning to the ascetic life when they become tired or homesick. Some few actually do return, late in life, to introduce new concepts into their insular societies.

BUOMMAN RACIAL TRAITS

Buommans have the following racial abilities and characteristics.

- +2 Wisdom, –2 Charisma. Buommans have great insight and willpower, but their reserved nature leads to poor interpersonal skills.
- Humanoid (Extraplanar): Buommans are humanoids native to the Astral Plane. They gain the extraplanar subtype when not on the Astral Plane.
- Medium: As Medium creatures, buommans have no special bonuses or penalties due to their size.
- A buomman's base land speed is 30 feet.
- Low-Light Vision: A buomman can see twice as far as a human in starlight, moonlight, torchlight, and similar conditions of poor illumination. He retains the ability to distinguish color and detail under these conditions.
- Skills: +2 racial bonus on Listen and Perform (sing) checks. All buommans have uncanny hearing and an innate sense of tone and pitch.
- Buommans take a vow against speech at an extremely early age, after which they simply refuse to engage in traditional forms of communication. A buomman who breaks this vow takes 1 point of Wisdom damage and takes a –2 penalty on attack rolls, saves, and checks for 24 hours afterward. (If the buomman breaks the vow again before 24 hours have passed, he takes an additional point

Illus. by S. Prescott

of Wisdom damage, and his penalty on attack rolls, saves, and checks persists for another 24 hours.) A buomman spellcaster who wishes to cast spells with a verbal component must use the Silent Spell metamagic feat or else have the Nonverbal Spell feat (see page 40).

- Automatic Languages: Buommans speak Buommi and understand Common. Bonus Languages: Aquan, Gith-zerai, Terran.
- Favored Class: Monk.
- Level adjustment +0.

MEPHLINGS

Scholarly lore contains two different origin stories for the mephlings. In one, mephlings are planetouched offshoots of long-ago unions between mephits and an indeterminate race of humanoids. The other is a darker tale of a megalomaniacal mage seeking to imprint his essence on another race.

What is true is that a mephling will occasionally be born to mephit parents. Weaker than their mephit ancestors, mephlings are put out of mephit communities as undesirable runts. They're left to the mercies of the inhospitable planes. Mephit parents revolted by their humanoid child will leave the babe on a hostile plane. Kindly parents will place the child on a habitable plane where it will easily be found by other creatures. Sometimes other creatures adopt the abandoned baby and it grows to reach adulthood.

Personality: As foundlings raised by parents very different from themselves, mephlings frequently feel out of place. They usually are loners who desire an elusive sense of belonging. Nevertheless, they're attractive and personable, generally liked by people around them.

Physical Description: Mephlings look like less comely versions of their mephit parents with stunted wings. A typical mephling stands less than 3 feet tall and weighs around 30 pounds, with females slightly taller and heavier than males.

Air: An air mephling looks like a short, cloud-white human.

Earth: An earth mephling appears akin to a short, stony, hairless dwarf.

Fire: A fire mephling resembles a miniature devil, with fiery, reddish-bronze skin.

Water: A water mephling resembles a small, fish-scaled human with black, bulbous eyes.

Mephlings do not reach adulthood until they are more than 50 years old. The longest-lived members of the race can reach an age of well over 200 years.

Relations: Mephlings fit in equally oddly in virtually all societies. At best, one is regarded as an exotic curiosity. At worst, one is seen as a friendly stranger, perhaps with a suspicious touch of devil, demon, or elemental blood—whatever is least welcome by a given culture. Mephlings get along best with others of their race who have had similar experiences. Mephlings also have good relations with halflings, especially those who have traveled widely or who frequently consort with outsiders.

Alignment: Mephlings tend to have a neutral component to their worldview, but they can be of any alignment. They frequently adopt the philosophy and worldview of their foster parents or the culture in which they were raised.

Illus. by S. Prescott

Religion: Naturally disposed to becoming sorcerers and often acutely aware of an uncaring multiverse, mephlings turn to the worship of Boccob the Uncaring, Lord of all Magics. Some instead turn to the more fatalistic philosophies of Wee Jas. Many mephlings who choose to travel extensively worship Fharlanghn.

Language: Mephlings speak the language of the society in which they are raised, almost always Common. In addition, each mephling has an elemental language that reflects his or her heritage—air mephlings speak Auran, earth mephlings speak Terran, fire mephlings speak Ignan, and water mephlings speak Aquan.

Names: A mephling typically grows up with a name given by the adopting parents, but most choose another name in adulthood.

Air: Air, Breath, Breeze, Hover, Wings.

Earth: Burrow, Earth, Rock, Stone.

Fire: Crackle, Fire, Flame, Scorch.

Water: Splash, Storm, Swish, Tsunami, Water, Waves, Wet.

Adventurers: Frequently ostracized or at least marginalized in the society of their youth, mephlings almost always feel the urge to travel and adventure. They are drawn to explore the world and the multiverse beyond their hometowns.

Air: Air mephlings tend to travel a great deal. Their favored class is bard, and they prefer wind instruments.

Earth: Earth mephlings have much of the strength of their natural element. The harmonious balance of earth leads many to pursue the favored class of druid.

Fire: The mephit heritage is very strong in fire mephlings. Their favored class is sorcerer.

Water: Calm as a still pond, strong as rushing water, a water mephling's favored class is monk.

MEPHLING RACIAL TRAITS

Mephlings have the following racial abilities and characteristics.

- –2 Intelligence, +2 Charisma. Mephlings are generally a bit slow on the uptake, but they make up for it with strong personalities. In addition, each kind of mephling has one or more ability modifiers specific to its race.

  Air: +2 Dexterity. Air mephlings are quick in action.

  Earth: +2 Strength, –2 Dexterity. Earth mephlings are physically strong but slow to act.

  Fire: +2 Dexterity. Like air mephlings, fire mephlings are agile and quick.

  Water: +2 Constitution. Water mephlings are sturdy and durable.
- Humanoid (Extraplanar): Mephlings are native to the Elemental Planes. They have the humanoid type and gain the extraplanar subtype when not on their respective ancestral plane. Unlike their mephit ancestors, mephlings do not have an elemental subtype.
- Small: As Small creatures, mephlings have a +1 bonus to Armor Class, a +1 bonus on attack rolls, and a +4 bonus on Hide checks. They use smaller weapons than Medium characters use, and their lifting and carrying limits are three-quarters of those of a Medium character.
- A mephling's base land speed is 30 feet. In addition, an air mephling has a fly speed of 10 feet (perfect), an earth mephling has a burrow speed of 10 feet, and a water mephling has a swim speed of 30 feet.
- Each mephling has a breath weapon, the effect of which varies by the mephling's heritage. An air mephling's breath weapon is a cone of dust and grit (piercing damage), an earth mephling's breath weapon is a cone of rock shards and pebbles (bludgeoning damage), a fire mephling's breath weapon is a cone of flame (fire damage), and a water mephling's breath weapon is a cone of caustic liquid (acid damage). Regardless of the effect, a mephling's breath weapon fills a 15-foot cone, deals 1d8 points of damage to each target, and allows a Reflex save (10 + 1/2 mephling's Hit Dice + mephling's Con modifier) for half damage. A 1st-level mephling can use his breath weapon once per day; a higher-level mephling gains one additional use per day for every four levels he has attained. If a mephling can use his breath weapon more than once per day, 1d4 rounds must pass between consecutive uses of the breath weapon.
- Mephlings cast spells with an elemental descriptor that matches their kind (air, earth, fire, or water) at +1 caster level.
- Automatic Languages: Mephlings speak Common and one elemental language appropriate to their kind (Aquan, Auran, Ignan, or Terran). Bonus Languages: Aquan, Auran, Ignan, Terran.
- Favored Class: Each kind of mephling has its own favored class, reflecting its racial tendencies. The air mephling's

BEHIND THE CURTAIN: MEPHITS VERSUS MEPHLINGS AS PLAYER CHARACTERS

When simply comparing mephits and mephlings as creatures, mephlings may put on a poor show. These runts of the litter have stunted wings with which most cannot fly. They are generally less physically developed and a bit less charismatic than their mephit kin. Mephlings have very limited use of their breath weapons and reduced fast healing. They entirely lack the mephit's spell-like abilities.

In contrast, when comparing mephits and mephlings as a player character race, mephlings easily triumph. They have a much lower level adjustment and no racial Hit Dice, so they can be played at a very low effective character level. Mephlings have reasonable ability score adjustments for a player character race. The limits on their fast healing and breath weapons also assure that they won't be game-breaking powerhouses.

favored class is bard, as befits its love of travel and wind instruments. The earth mephling's favored class is druid, representing its link to the earth and stone of the natural world. The fire mephling's favored class is sorcerer, reflecting its natural arcane power. The water mephling's favored class, monk, matches its calm strength and patience.

- Level adjustment +1.

NERAPHIM

A neraph (plural neraphim) is sometimes mistaken for a slaad at a distance, due to the two races' similarity in appearance. However, neraphim and slaadi are distinct kinds of creatures, at least so far as any race can be considered distinct in the roiling chaos of the plane of Limbo.

Neraphim are a nomadic people who hunt through the maelstrom of Limbo, tracking their elusive and ever-moving prey. Neraphim have developed special hunting tools and techniques, giving them exceptional skill in bringing down the game they seek above all else: the chaos beast, one of which provides a neraph tribe with a week's worth of nutrition and raw materials for clothing. They are proficient leapers, able to jump from mote to mote of stable earth in the otherwise ever-changing environment of Limbo.

A neraph

Illus. by D. Roach

For social and economic purposes, the neraphim organize themselves in houses. Each house lays claim to certain hunting grounds, giving its members access to resources within that territory. The various houses congregate once every seven years to conduct a great racial celebration known as the Festival of Spawning. During the festival, the houses negotiate with one another, exchanging resources and influence as each house seeks to better its position within the neraphim hierarchy.

Personality: Neraphim cannot afford to be as inconsistent as the plane they inhabit and the game they hunt—only stern discipline within each neraph house keeps its members from succumbing to poverty and starvation. Each house consists of a bonded group of neraphim made up of several related families and one matriarch. In the time between their Festivals of Spawning, the various neraphim houses meet only rarely, and then often in conflict over disputed hunting grounds. Alliances between houses are not uncommon, if a particular threat warrants.

Within each house, the rule of the matriarch is law, and her rule can be harsh. The most severe punishment a matriarch can dispense is exile from the house. Exiled neraphim can be encountered, though most are slain by other houses, slaadi, githzerai hunting parties, and roaming chaos beats. Some exiles have open personalities and strike up friendships with travelers from other planes, hoping to accompany them home and leave the dangerous realm of Limbo behind.

Physical Description: Neraphim are roughly humanoid in shape, with coarse red hide. Though bipedal like other humanoids, a neraph has a massive, toadlike head shaped like that of a red slaad. The range in height and weight found among neraphim is the same as found among humans. Chitinlike encrustations on a neraph's skin provides it some natural protection; however, neraphim also prefer to wear colorful bone-spiked leather (made of stabilized and cured chaos beast hide).

Neraphim take longer to mature than humans do, not reaching adulthood until age 40, but they can live to be more than 400 years old.

Relations: Neraphim encountered while still associated with a house are generally unfriendly toward strangers, even those of the same race. However, exiles are more open-minded and may team up with others (whether neraphim, githzerai, or some other-planar race) in order to survive. On the other hand, because neraphim remind some individuals of smaller, skinnier red slaadi, other races are usually a bit standoffish at first.

Alignment: Even though they hold themselves above the general churn of Limbo, neraphim can't help having one chaotic component in their alignment. They try not to give in to their chaotic nature, and generally are successful in this practice.

Religion: Giving some credence to the theory that the neraphim are a subspecies of slaad, a few neraphim houses worship less bloodthirsty and less insane aspects of the entities Ssendam and Ygorl (who are normally considered to be, if not slaadi deities, at least very powerful slaadi worthy of respect).

Language: Neraphim speak their own language and Slaad. Some learn Common, which allows them to better

communicate with creatures of other planes, and some learn Abyssal and Celestial.

Names: Neraphim have given names and house names. Those exiled from a house are usually ceremonially stripped of their house names, though some continue to refer to themselves as such, while others take appellations similar to "the Exile," "the Stricken," or "the Houseless."

Male Names: Anh, Cado, Hao, Sam, Tam, Teo, Thanh, Thuan, Van, Xuan.

Female Names: Chi, Hyunh, Lan, Mai, Nam, Tham, Trinh, Yen.

House Names: Spent River, Hanging Cliff, Invisible Sea, Lost Mountain, Burning Water, Living Stone.

Adventurers: With little to no prospect of returning to his or her house, and with even less prospect of joining another house, an exiled neraph makes a perfect adventurer. Exiles who embrace this path soon learn to excel, for the skills that allow them to hunt in the changing seas of Limbo are useful elsewhere. Against all odds, some exiles adventure in order to complete a great quest or meet some other condition imposed by a house matriarch that might allow them back into a house. However, once a neraph discovers the greater cosmos, he or she seldom wishes to return to a primitive and nomadic lifestyle.

NERAPH RACIAL TRAITS

Neraphim have the following racial abilities and characteristics.

- Outsider: Neraphim are native to the plane of Limbo, and thus have the outsider type. They gain the extraplanar subtype when not on Limbo. They are not subject to spells or effects that affect only humanoids, such as *charm person* and *dominate person*.
- Medium: As Medium creatures, neraphim have no special bonuses or penalties due to their size.
- A neraph's base land speed is 30 feet.
- Neraphim have darkvision out to 60 feet.
- Neraph Camouflage (Ex): When charging an opponent or when using a thrown weapon, neraphim can use a technique known as motion camouflage (also called neraph camouflage by other races), which predatory insects use to trick prey into thinking they are stationary even though they are moving closer. The target creature can be fooled into believing that the charging neraph or the neraph's thrown weapon is in fact not moving closer, or moving closer only very slowly.

  A neraph can make one camouflage attack per enemy per encounter (once a foe sees the attack in action, that foe can discern it for what it is for the duration of that combat). Creatures that are subject to a neraph's charge or that are targeted by a weapon thrown by a neraph may not apply their Dexterity bonuses to their Armor Class. All conditions that pertain when a foe cannot apply his Dexterity bonus to Armor Class also pertain to the neraph's attack (for instance, a sneak attack could also be made with this attack, if the neraph can make such an attack).
- Leap (Ex): Neraphim are natural jumpers. They have a +5 racial bonus on Jump checks.
- Weapon Familiarity: Neraphim may treat the annulat (see page 68) as a martial weapon rather than an exotic weapon.
- +2 Natural Armor: Natural skin encrustations grant neraphim some protection against harm.
- Skills: Neraphim have a +2 racial bonus on Spot and Search checks.
- Automatic Languages: Neraph, Slaad. Bonus Languages: Common, Celestial, Abyssal.
- Favored Class: Ranger.
- Level Adjustment: +0.

SHADOWSWYFTS

Shadowswyfts are planetouched beings with ancestry from the Plane of Shadow.

Personality: Shadowswyfts are mercurial in temperament. They delight in action and in acting now. Delay or inactivity irritates shadowswyfts. In the amount of time it takes to formulate and evaluate a plan, worlds could be won or lost.

Physical Description: Shadowswyfts little resemble other races. Tall and slender, they have skin ranging in hue from medium brown to lustrous black and almost completely black, slanted eyes. Their dark coloring and light build make them very adept at hiding in shadows and moving quietly. The average male shadowswyft stands more than 6 feet tall and weighs about 165 pounds, with females somewhat shorter and lighter. Shadowswyfts reach adulthood at about the same age as a half-orc, but it's rare for a shadowswyft to live beyond age 60.

Relations: To a shadowswyft, one's actions are much more important than one's species. Shadowswyfts will associate with chaotic creatures of all kinds. These alliances rarely last long, but they usually end amicably with the shadowswyft moving on to journey with other people in far-flung places.

Alignment: Shadowswyfts tend to be chaotic. Their generally short attention span and love of action without thought for its consequences is incompatible with lawful philosophies.

Religion: The most common religion among the shadowswyfts is the worship of Olidammara, the god of rogues. Shadowswyfts who do not worship the Laughing Rogue generally choose to travel and adventure, and they favor Fharlanghn or Boccob.

Language: Since shadowswyfts can see very well in low light and in darkness, their language utilizes sound and kinesics (body language including body movements, position, and facial expressions). To convey the full extent of meaning in written works, a variety of symbols are used. It's not unusual for a single word to be accompanied by three or four symbols to help show its connotations and subtleties.

Names: Shadowswyft names tend to be short, usually monosyllabic, and accompanied by a signifying gesture.

When a name is accurately translated into another language, it becomes a much longer sobriquet that shadowswyfts are apt to shorten.

Male Names: Bhear, Bhah, Brot, Flah, Flaht, Fraa, Pohl, Phaer, Prag.

Female Names: Gheer, Gree, Graf, Grif, Mhi, Mheer, Mrak, Tap, T'Har.

Signifying Gesture: Blink, bow, nod, lower hands, point left index finger, point right index finger, raise hands, shake head, shrug, touch chin, or wink.

Adventurers: Adventure attracts shadowswyfts as a candle does moths. Most feel the pull to adventuring careers. They relish the variety and diversity of activity. An adventuring life is one filled with action and change, and thus is well suited to the shadowswyft's temperament.

Illus. by S. Prescott

A shadowswyft rogue

SHADOWSWYFT RACIAL TRAITS

Shadowswyfts have the following racial abilities and characteristics.

- +2 Dexterity, –2 Constitution. Shadowswyfts are limber, but not very healthy.
- Outsider: Shadowswyfts are native to the Plane of Shadow, and thus have the outsider type. They gain the extraplanar subtype when not on the Plane of Shadow. They are not subject to spells or effects that affect only humanoids, such as *charm person* and *dominate person*.
- Medium: As Medium creatures, shadowswyfts have no special bonuses or penalties due to their size.
- A shadowswyft's base land speed is 40 feet.
- Shadowswyfts have darkvision out to 120 feet and low-light vision.
- Light Blindness (Ex): Abrupt exposure to bright light (such as sunlight or a *daylight* spell) blinds a shadowswyft for 1 round. On subsequent rounds, it is dazzled as long as it remains in the affected area.
- +2 bonus on initiative checks: Shadowswyfts have quick reactions.
- Skills: Shadowswyfts have a +4 racial bonus on Hide and Move Silently checks.
- Automatic Languages: Shadowswyft, Common. Bonus Languages: Abyssal, Celestial, Elven.
- Favored Class: Rogue.
- Level adjustment +1.

SPIKERS

Spikers are of the same general ancestry as bladelings (see *Monster Manual II*). Both races hail from Acheron, but scholarly speculation places their origins on the Nine Hells of Baator, the Bleak Eternity of Gehenna, or even some unknown metal-based plane.

Personality: Spikers, like bladelings, share a great love of battle. They bravely enter combat, often focusing their attacks on the most dangerous opponent they perceive.

Physical Description: The skin of a spiker is of a dull metallic hue, spotted with patches of metallic spines. A spiker's eyes are a deep violet, and its blood is black and oily. Spikers are about as tall as humans but are considerably heavier, with the average male weighing over 200 pounds and the average female about 40 pounds lighter. Spikers don't reach adulthood until past the age of 30, and even the longest-lived among the race don't survive to see the end of their ninth decade.

Relations: Spikers are conservative about trusting other races, and they tend to be very cautious around anyone other than fellow spikers and bladelings.

Alignment: Spikers tend toward lawful alignments, gravitating toward lawful neutral or lawful evil. Lawful good and nonlawful spikers are uncommon, but not unheard of, though such characters usually choose to leave Acheron to travel the planes.

Religion: Hextor's emphasis on law and war appeals to most spikers. Sometimes the sheer joy of battle fosters an affinity for Kord, and many spikers who worship the god of strength choose to be barbarians.

Language: Spikers speak Common. Many also learn Infernal.

Names: Spiker names tend toward visceral or combat-oriented words, with no gender differentiation. A spiker's

first name is usually a simple one (often a weapon or a combat-focused verb) given at birth. The second name is usually a nickname earned in adolescence or adulthood.

First Names: Dirk, Grip, Parry, Rend, Spike, Thrust.

Second Names: Bloodletter, Demonbane, Falldown, Fartraveler, Gutrender, Spellfodder.

Adventurers: Spikers love combat. The best way to test one's bravery and skill is through serious, no-punches-pulled fighting. Thus, the adventuring life offers ideal opportunities for a spiker to test her mettle. Also, spikers who do not have a lawful neutral or lawful evil worldview find themselves misfits in the spiker society on Acheron.

SPIKER RACIAL TRAITS

Spikers have the following racial abilities and characteristics.

- Humanoid (Extraplanar): Spikers are humanoids native to Acheron. They gain the extraplanar subtype when not on Acheron.
- Medium: As Medium creatures, spikers have no special bonuses or penalties due to their size.
- A spiker's base land speed is 30 feet.
- Spikers have darkvision out to 60 feet.
- Natural Armor: A spiker's metallic hide offers protection from physical attacks in the form of a +1 bonus to natural armor.
- Damage reduction 2/bludgeoning: A spiker's spiny skin grants resistance to bludgeoning attacks, though piercing or slashing attacks slip through normally.
- Resistance to acid 5: Despite the metallic hue of their hide, spikers are not metallic in nature and suffer no special effect from rusting attacks and the like.
- Weapon Proficiency: Spikers receive the Martial Weapon Proficiency feat for armor spikes as a bonus feat. This allows them to use their natural spiked skin as a weapon without penalty (see below).
- Natural Spikes (Ex): A spiker's skin is replete with sharp, jagged spikes. A spiker can deal extra piercing damage on a successful grapple check, or deal piercing damage with a melee attack, as if she wore armor spikes.

  Because of their spiked skin, spikers have a difficult time wearing armor. The maximum Dexterity bonus of the armor is reduced by 1, and the armor check penalty is worsened by 2. For instance, a chain shirt worn by a spiker has a maximum Dexterity bonus of +3 (instead of +4) and an armor check penalty of –4 (rather than –2). These changes don't affect the armor's arcane spell failure chance, nor do they apply to shields used by the spiker.
- Automatic Language: Common. Bonus Language: Infernal.
- Favored Class: Fighter.
- Level adjustment +0.

A spiker

Illus. by D. Hudnut

TIEFLINGS

Carrying the taint of evil in their forms—and perhaps their very souls—tieflings are often persecuted and feared throughout the planes. The distant descendants of humans and evil outsiders, tieflings are regarded as twisted, devious, and untrustworthy. More often than not, this opinion is accurate.

Personality: Tieflings live as outcasts from an early age—as soon as their heritage shows itself—which contributes to their bitter outlook on life. Tieflings learn to keep others at a distance, often compensating for their loss with cruelty or depravity.

Physical Description: Tieflings look human (and are roughly the same height and weight as members of that race), except for one or two distinguishing features related to their unusual ancestry. Some examples of these features include small horns, pointed teeth, red eyes, a whiff of brimstone about them, cloven feet, or red skin. No two tieflings look alike.

Tieflings reach adulthood at about the same age as humans but are longer-lived, with the eldest members of the race living to be 150 years old.

Relations: Tieflings treat most other races equally—at arm's length. They are very slow to trust others and always wary of a friend suddenly becoming an enemy. Aasimars, bariaurs, and wildren often trigger an instinctive fear or revulsion

in tieflings, making it difficult for them to work together at all.

Tieflings respect other mixed-breed races that have to put up with persecution and derision, including half-orcs and mephlings. Still, a tiefling isn't more likely to trust a member of one of these races; she's just more likely to understand their perspective.

Alignment: Tieflings tend toward evil alignments, though neutral tieflings are not uncommon. Those who choose a life of good—and manage to stick to it—are particularly rare.

Religion: Tieflings have no common deity. Most choose to worship evil deities such as Erythnul, god of slaughter; Vecna, god of secrets; or Hextor, god of tyranny. Neutral tieflings may venerate Wee Jas, goddess of death and magic, or Olidammara, god of thieves. Still others choose to pay homage to archfiends whose names are best not mentioned.

Language: Tieflings share no common language. Some learn Infernal or Abyssal, although since most have no idea where their bloodline comes from, as often as not they choose the wrong racial language. A tiefling usually learns the language of her parents as well.

Names: As a rule, tieflings use human names until such time as they seek to differentiate themselves from their parents. At that point, they often take names that hint at their fiendish heritage. Some choose words of Infernal or Abyssal that sound menacing, occasionally without even knowing the words' definitions.

A tiefling rogue

Illus. by E. Fiegenschuh

Adventurers: As natural outcasts, tieflings often follow a life of adventure and intrigue. Those that hew to their heritage become thieves, brigands, or killers. Some tieflings reject their tainted blood and seek the light, aiming to help those in need.

TIEFLING RACIAL TRAITS

Tieflings have the following racial abilities and characteristics.

- +2 Dexterity, +2 Intelligence, –2 Charisma.
- Outsider: Tieflings are outsiders native to the Material Plane, and thus have the outsider (native) type. They gain the extraplanar subtype when not on the Material Plane. They are not subject to spells or effects that affect only humanoids, such as *charm person* and *dominate person*.
- Medium: As Medium creatures, tieflings have no special bonuses or penalties due to their size.
- A tiefling's base land speed is 30 feet.
- Tieflings have darkvision out to 60 feet.
- Skills: Tieflings have a +2 racial bonus on Bluff and Hide checks.
- *Darkness* (Sp): A tiefling can use *darkness*, as the spell, once per day. Her caster level is equal to her character level.
- Resistance to cold 5, electricity 5, and fire 5: Tieflings share some of their fiendish ancestors' resistance to energy damage.
- Automatic Languages: Common, Infernal. Bonus Languages: Draconic, Dwarven, Elven, Gnome, Goblin, Halfling, Orc.
- Favored Class: Rogue.
- Level adjustment +1.

WILDREN

Over time, the petitioners (spirits of the departed) who arrive in the Wilderness of the Beastlands acquire animal traits, eventually becoming celestial beasts or animals. Some instead mingle with the beasts they will one day become, creating new races that are perpetually half-animal, half-humanoid. Prominent among these are the wildren, beings descended from the union of partially transformed dwarf petitioners and celestial badgers.

Prowling the darkest forests of Karasuthra, the Beastlands' lowest layer, wildren build elaborate underground burrows, which they defend, out of a commingled racial memory, to the death. Often short-tempered and vengeful, wildren generally live solitary lives, emerging only occasionally from their burrows to hunt and seek mates.

Personality: Wildren are edgy and easily riled, though loyal to those who befriend them and, on rare occasions, even playful (especially toward their young). They are most savage and feral when on the defensive, though they are still quite formidable on the attack.

Physical Description: The typical wildren looks like a dwarf covered in short, grizzled dark fur, with a broad

white stripe of fur running from the bridge of the nose over the top of the head and down to the base of the skull. A wildren's arms are unnaturally large and well-muscled, and her fingers end in hard claws 2 to 3 inches long. Wildren constantly emit a fetid odor.

On average, wildren are slightly taller and slightly lighter than dwarves. They reach adulthood at the same age as dwarves but mature more rapidly thereafter. It's possible for a wildren to live for more than 500 years, but the race's average life span is about 200 years shorter than that.

Relations: Most wildren spend their lives hunting in the perpetual night of Karasuthra. After a mating pair has raised a child to adulthood, they drive it from the burrow, forcing it to seek its own fortune. These wildren usually dig their own burrows far from their birthplace, but some never settle down, moving from layer to layer of the Beastlands in search of a new "family." They come to see life as one long hunting expedition and can travel far afield in search of adventure. They are most comfortable on planes where wildlife is abundant, especially if the ground lends itself to the creation of a burrow. Though the average wildren finds beings of other races strange and threatening, adventuring wildren generally feel that way only toward the evil races. Wildren of any kind are most uncomfortable in cities, though they can cope if provided with a burrow-like place to sleep.

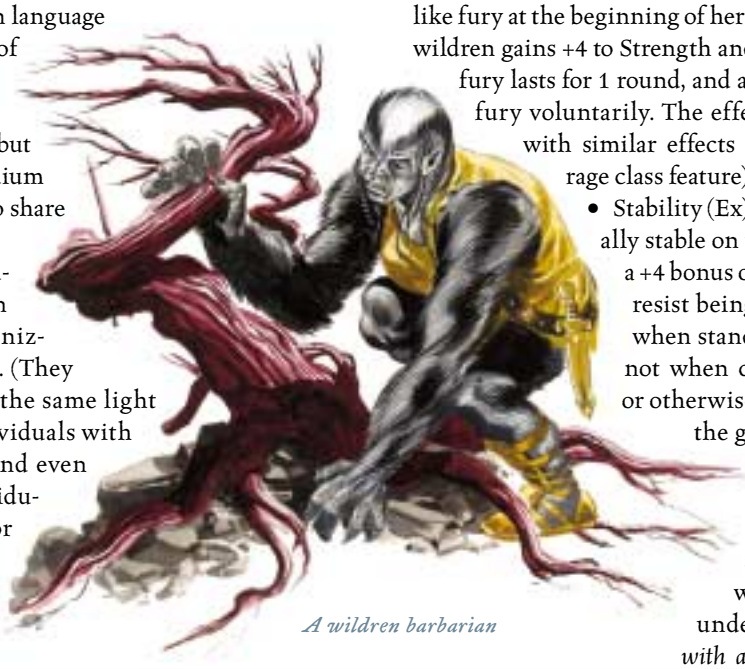
Alignment: The average wildren is chaotic good, tending toward neutral good. A few are neutral or chaotic neutral.

Religion: Most wildren pay homage to Ehlonna, not necessarily in the form of actual worship but more as a show of respect for the most dangerous animal in their immediate environment. Wildren rarely become clerics, but some are happy as druids.

Language: The wildren language is actually an amalgam of Common, Dwarven, and badger growling. It is not truly a separate tongue, but rather a convenient medium for members of a race who share the same three languages.

Names: Wildren usually have only a spoken name, otherwise recognizing one another by scent. (They often see nonwildren in the same light and are confused by individuals with more than one name—and even more confused by individuals who wear perfume or cologne.)

Male Names: Arl, Brum, Durrl, Grunnur, Morrm, Nall, Vruk.



A wildren barbarian

Female Names: Brayarr, Dierrel, Hugk, Mrall, Purruk, Vap.

Adventurers: Only unsettled wildren become adventurers. Without a home, but missing the camaraderie of family, they join up with other homeless (in other words, adventuring) characters to relive some of that experience.

WILDREN RACIAL TRAITS

Wildren have the following racial abilities and characteristics.

- +4 Constitution, –2 Dexterity, –2 Charisma. Wildren are extremely durable, but they are slow to react and have a reserved personality.
- Outsider: Wildren are native to the Wilderness of the Beastlands, and thus have the outsider type. They gain the extraplanar subtype when not in the Beastlands. They are not subject to spells or effects that affect only humanoids, such as *charm person* and *dominate person*.
- Medium: As Medium creatures, wildren have no special bonuses or penalties due to their size.
- A wildren's base land speed is 20 feet. She can move at this speed even when wearing medium or heavy armor or when carrying a medium or heavy load (unlike other creatures, whose speed is reduced in such situations).
- Wildren have a burrow speed of 10 feet. In soil or loose dirt, a wildren can build a warren large enough for one Medium creature in the space of 1 hour.
- Wildren have darkvision out to 60 feet.
- Wildren have the scent ability. See page 314 of the *Monster Manual* for details.
- Wildren have two primary claw attacks that are natural weapons, dealing points of damage equal to 1d4 + the wildren's Str bonus.
- Fury (Ex): Once per day, a wildren who has taken at least 1 point of damage can choose to enter a brief state of rage-like fury at the beginning of her next turn. In this state, a wildren gains +4 to Strength and –2 to Armor Class. The fury lasts for 1 round, and a wildren cannot end her fury voluntarily. The effect of this ability stacks with similar effects (such as the barbarian's rage class feature).
- Stability (Ex): Wildren are exceptionally stable on their feet. A wildren has a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).
- Automatic Languages: Wildren speak Common and Dwarven, and are able to communicate with badgers as though under the effect of a *speak with animals* spell that affects

Illus. by D. Roach

only badgers. Bonus Languages: Sylvan, Gnome, Goblin, Orc, Terran.

- Favored Class: Barbarian.
- Level adjustment +1.

AGE, HEIGHT, AND WEIGHT

The details of your character's age, gender, height, weight, and appearance are up to you. However, if you prefer some rough guidelines in determining these details, refer to Tables 1–2 through 1–4.

CHARACTER AGE

Your character's age at the start of his or her adventuring career is determined by your choice of race and class, as summed up on Table 1–2: Random Starting Ages.

As your character advances in age, use Table 1–3: Aging Effects to determine when he or she reaches a new age category and must adjust his or her ability scores accordingly (see page 109 of the *Player's Handbook* for more information).

Table 1–2: Random Starting Ages

Race	Adulthood	Barbarian Rogue Sorcerer	Bard Fighter Paladin Ranger	Cleric Druid Monk Wizard
Aasimar	15 years	+1d6	+1d8	+2d8
Bariaur	20 years	+1d6	+2d6	+3d6
Buomman	15 years	+1d4	+1d6	+2d6
Mephling	50 years	+4d4	+4d6	+6d6
Neraph	40 years	+3d6	+5d6	+7d6
Shadowswyft	12 years	+1d4	+2d4	+3d4
Spiker	20 years	+1d4	+1d6	+2d6
Tiefling	15 years	+1d6	+1d8	+2d8
Wildren	30 years	+3d6	+5d6	+7d6

Table 1–3: Aging Effects

Race	Middle Age[1]	Old[2]	Venerable[3]	Maximum Age
Aasimar	45 years	68 years	90 years	+3d20 years
Bariaur	62 years	93 years	125 years	+5d20 years
Buomman	35 years	55 years	80 years	+2d20 years
Mephling	100 years	150 years	200 years	+2d20 years
Neraph	125 years	188 years	250 years	+2d% years
Shadowswyft	25 years	37 years	49 years	+2d10 years
Spiker	35 years	52 years	69 years	+3d10 years
Tiefling	45 years	68 years	90 years	+3d20 years
Wildren	80 years	120 years	160 years	+4d% years

1 –1 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
2 –2 to Str, Dex, and Con; +1 to Int, Wis, and Cha.
3 –3 to Str, Dex, and Con; +1 to Int, Wis, and Cha.

HEIGHT AND WEIGHT

To determine your character's height and weight randomly, roll on Table 1–4: Random Height and Weight (see page 109 of the *Player's Handbook* for details on how to apply these numbers). Optionally, you can choose your character's height and weight, as long as you don't exceed the ranges given on the table.

Table 1–4: Random Height and Weight

Race	Base Height	Height Modifier	Base Weight	Weight Modifier
Aasimar, m.	4′ 10″	+2d10	120 lb.	× (2d4) lb.
Aasimar, f.	4′ 5″	+2d10	85 lb.	× (2d4) lb.
Bariaur, m.	5′ 6″	+2d8	240 lb.	× (2d4) lb.
Bariaur, f.	5′ 2″	+2d8	200 lb.	× (2d4) lb.
Buomman, m.	4′ 8″	+2d10	130 lb.	× (2d4) lb.
Buomman, f.	4′ 4″	+2d10	90 lb.	× (2d4) lb.
Mephling, m.	2′ 7″	+2d4	25 lb.	× 1 lb.
Mephling, f.	2′ 9″	+2d4	30 lb.	× 1 lb.
Neraph, m.	4′ 10″	+2d10	120 lb.	× (2d4) lb.
Neraph, f.	4′ 5″	+2d10	85 lb.	× (2d4) lb.
Shadowswyft, m.	5′ 4″	+3d6	120 lb.	× (1d4) lb.
Shadowswyft, f.	5′ 0″	+3d6	80 lb.	× (1d4) lb.
Spiker, m.	4′ 10″	+2d10	140 lb.	× (2d6) lb.
Spiker, f.	4′ 5″	+2d10	100 lb.	× (2d6) lb.
Tiefling, m.	4′ 10″	+2d10	120 lb.	× (2d4) lb.
Tiefling, f.	4′ 5″	+2d10	85 lb.	× (2d4) lb.
Wildren, m.	3′ 8″	+2d10	120 lb.	× (2d4) lb.
Wildren, f.	3′ 6″	+2d10	90 lb.	× (2d4) lb.

POWERFUL RACES

On the planes, many options exist for playing strange extraplanar creatures. In addition to the normal races available to players and the new races presented in this book, some monsters are playable as characters. If you want to play a particular extraplanar monster because you find it interesting, these rules allow you to emphasize the creature's identity, rather than diluting that identity by adding levels of standard character classes.

Selecting a monster as your character race presents its own difficulties and has special rules to cover its use. The monsters in this section are presented as a hybrid between a typical race and a character class. This format is based on the rules presented in *Savage Species*, and is an alternative to the monster advancement system described in Chapter 4 of the *Monster Manual*. DMs may use either that system or this one.

Some of the monsters appearing in this chapter have appeared as monster classes in previous products. The versions appearing here are fully updated to match their statistics in the current *Monster Manual*, and should be considered to supersede any previous versions.

Entering a Monster Class: The only way to take a level of a monster class is to be that creature. A chain devil cannot multiclass as a hound archon, nor can a human take levels as a lillend.

Each monster class table has a CR (Challenge Rating) column. This information has no meaning for players or player characters and is given only as an aid to DMs who want to adjust monster CRs by regressing existing creatures.

Natural Attacks: Many creatures have natural attacks. Members of a monster class are always proficient with their own natural weapons. Using a natural attack does not provoke an attack of opportunity unless the class description specifies otherwise. A monster does not get multiple

attacks with the same weapon at a cumulative –5 penalty (as a manufactured weapon would provide) on a full attack action with its natural weapons unless the class description specifies otherwise. A monster character can use any of its natural weapons as a secondary attack at a –5 penalty on the attack roll, but it may not use a secondary attack as a primary attack, even if it doesn't choose to use its actual primary attack in a given round. The Multiattack feat (see page 304 of the *Monster Manual*) can lessen the penalty on secondary attacks to –2.

Monster Classes and Multiclassing: A monster character using these rules may not multiclass until it completes the full progression in its monster class. This rule keeps characters from gaining the benefits of a monster's type and then quickly switching to a standard class.

A monster class does not impose an experience point penalty for multiclassing, as other classes do.

Monster Classes and Level-Dependent Benefits: A character progressing in a monster class gains feats and ability score increases according to Table 3–2: Experience and Level-Dependent Benefits, page 22 of the *Player's Handbook*.

Table 1–5: Starting Ability Adjustments for Powerful Races

Race	Ability Adjustments
Avoral guardinal	+2 Dex, +2 Cha
Chain devil	+2 Str, –4 Int
Hound archon	None
Janni	+2 Wis
Lillend	+2 Int, +2 Cha

Avoral Guardinal

Outsider (Extraplanar, Good, Guardinal)

In their home on Elysium, avoral guardinals are peaceful and friendly. Elsewhere, they serve as powerful emissaries of pure good, confronting evil wherever they find it. Adventuring avorals are more common than one might think, since they often travel the planes in search of evil activities to thwart.

Table 1–6: The Avoral Guardinal

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	+2 Dex, +2 Cha, +2 racial bonus on Spot checks, darkvision, low-light vision, +1 natural armor, natural weapons (2 wings, 1d8; 2 claws, 1d6), spell resistance 10 + class level, wings (fly 30 ft., poor), feat
2nd	1d8	+1	+2	+2	+2	—	1	+2 Str, +2 Con, damage reduction 1/evil or silver, resistance to electricity 5, spell-like abilities
3rd	2d8	+2	+3	+3	+3	8 + Int mod	2	+2 Dex, +2 Wis, fly 40 ft. (poor), +2 natural armor, +4 bonus on saves against petrification and poison
4th	2d8	+2	+3	+3	+3	—	2	+2 Con, +2 Cha, +4 bonus on Spot checks, damage reduction 2/evil or silver, speak with animals
5th	3d8	+3	+3	+3	+3	8 + Int mod	3	Fly 50 ft. (average), lay on hands, +3 natural armor, spell-like abilities, feat
6th	3d8	+3	+3	+3	+3	—	3	+2 Dex, +2 Int, damage reduction 3/evil or silver, natural weapons (2 wings, 2d6; 2 claws, 1d8), resistance to electricity 10
7th	4d8	+4	+4	+4	+4	8 + Int mod	4	Fly 60 ft. (average), +4 natural armor, resistance to cold 5 and sonic 5
8th	4d8	+4	+4	+4	+4	—	4	+2 Dex, +2 Con, +6 racial bonus on Spot checks, damage reduction 4/evil or silver
9th	5d8	+5	+4	+4	+4	8 + Int mod	5	+2 Wis, fly 60 ft. (good), immunity to petrification, +5 natural armor, spell-like abilities
10th	5d8	+5	+4	+4	+4	—	5	+2 Dex, +2 Con, damage reduction 5/evil or silver, resistance to electricity 20
11th	6d8	+6	+5	+5	+5	8 + Int mod	6	Fly 70 ft. (good), +6 natural armor, natural weapons (2 wings, 2d8; 2 claws, 2d6), resistance to cold 10 and sonic 10, feat
12th	6d8	+6	+5	+5	+5	—	7	+2 Int, +2 Cha, +8 racial bonus on Spot checks, damage reduction 6/evil or silver
13th	7d8	+7	+5	+5	+5	8 + Int mod	8	Fear aura, fly 80 ft. (good), +7 natural armor, spell-like abilities
14th	7d8	+7	+5	+5	+5	—	8	+2 Str, +2 Dex, damage reduction 8/evil or silver, immunity to electricity
15th	7d8	+7	+5	+5	+5	—	9	+2 Con, +2 Wis, damage reduction 10/evil or silver, fly 90 ft. (good), +8 natural armor, spell-like abilities, true seeing

AVORAL GUARDINAL RACIAL TRAITS

Avoral guardinals have the following racial abilities and characteristics.

- +2 Dexterity, +2 Charisma.
- Outsider: Avoral guardinals are native to the Blessed Fields of Elysium, and thus have the outsider type. They gain the extraplanar subtype when not on Elysium. They are not subject to spells or effects that affect only humanoids, such as *charm person* and *dominate person*.
- Medium: As Medium creatures, avoral guardinals have no special bonuses or penalties due to their size.
- An avoral guardinal's base land speed is 40 feet. Avoral guardinals also have a fly speed of 30 feet with poor maneuverability. Their fly speed and maneuverability improve as they gain levels (see Wings, below).
- Avoral guardinals have darkvision out to 60 feet and low-light vision.
- Skills: Avoral guardinals have a +2 racial bonus on Spot checks.
- Automatic Languages: Celestial, Infernal, Draconic. Bonus Languages: Common, Abyssal, Auran.
- Favored Class: Avoral guardinal. The best multiclass choice for an avoral is ranger.
- Level adjustment: An avoral guardinal that has progressed through its monster class has 7 Hit Dice and a level adjustment of +8, making it effectively a 15th-level character.

CLASS SKILLS

The avoral guardinal's class skills (and the key ability for each skill) are Bluff (Cha), Concentration (Con), Diplomacy (Cha), Handle Animal (Cha), Hide (Dex), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Ride (Dex), Sense Motive (Wis), Spellcraft (Int), and Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

CLASS FEATURES

All of the following are class features of the avoral guardinal class.

Weapon and Armor Proficiency: Avoral guardinals are proficient with all simple and martial weapons.

An avoral guardinal's natural weapons, as well as any weapons it wields, are treated as good-aligned for the purpose of overcoming damage reduction.

Feats: An avoral guardinal receives one feat at 1st level and additional feats at 5th and 11th level. After 15th level, it gains feats normally according to its Hit Dice, as shown on Table 3–2: Experience and Level-Dependent Benefits, page 22 of the *Player's Handbook*.

Natural Weapons: The avoral guardinal has two different types of natural attacks. On the ground, it has two primary wing attacks, each dealing 1d8 points of damage. In the air, it has two primary claw attacks, each dealing 1d6 points of damage. It can't make claw and wing attacks in the same round.

At 6th level, the damage dealt by an avoral's wing attacks increases to 2d6, and the damage

Illus. by V. Rams

Chain devil

Avoral guardinal

dealt by its claw attacks increases to 1d8. At 11th level, these damage values increase to 2d8 and 2d6.

Wings: An avoral guardinal has powerful feathery wings that allow it to fly at a speed of 30 feet with poor maneuverability. Its fly speed increases to 40 feet at 3rd level, to 50 feet at 5th level, to 60 feet at 7th level, to 70 feet at 11th level, to 80 feet at 13th level, and to a maximum of 90 feet at 15th level. Its maneuverability also improves as it gains levels—to average at 5th level and to good at 9th level.

Keen Eyesight: An avoral guardinal has a +2 racial bonus on Spot checks at 1st level. This racial bonus increases to +4 at 4th level, to +6 at 8th level, and to a maximum of +8 at 12th level.

Damage Reduction (Su): At 2nd level, an avoral guardinal gains damage reduction 1/evil or silver. The avoral's damage reduction increases by 1 at 4th, 6th, 8th, 10th, and 12th level. At 14th level, it increases to DR 8/evil or silver, and at 15th level to DR 10/evil or silver.

Resistance to Electricity (Ex): A 2nd-level avoral guardinal has resistance to electricity 5. This resistance increases to 10 at 6th level and to 20 at 10th level. At 14th level, an avoral guardinal gains immunity to electricity.

Spell-Like Abilities (Sp): At 2nd level, an avoral guardinal gains the following spell-like abilities: At will—*detect magic, light;* 3/day—*command, magic missile.* Caster level 1st.

A 5th-level avoral guardinal's list of spell-like abilities changes to the following: At will—*command, detect magic, light, magic missile;* 3/day—*aid, blur* (self only), *gust of wind.* Caster level 3rd.

A 9th-level avoral guardinal's list of spell-like abilities changes to the following: At will—*aid, blur* (self only), *command, detect magic, gust of wind, light, magic missile;* 3/day—*hold person, magic circle against evil* (self only), *see invisibility.* Caster level 5th.

A 13th-level avoral guardinal's list of spell-like abilities changes to the following: At will—*aid, blur* (self only), *command, detect magic, gust of wind, hold person, light, magic missile, magic circle against evil* (self only), *see invisibility;* 3/day—*dimension door, dispel magic, lightning bolt.* Caster level 7th.

A 15th-level avoral guardinal's list of spell-like abilities changes to the following: At will—*aid, blur* (self only), *command, detect magic, dimension door, dispel magic, gust of wind, hold person, light, magic circle against evil* (self only), *magic missile, see invisibility;* 3/day—*lightning bolt.* Caster level 8th.

Petrification Immunity (Ex): At 3rd level, an avoral guardinal gains a +4 bonus on saves against petrification. At 9th level, an avoral gains immunity to petrification.

Poison Resistance (Ex): Beginning at 3rd level, an avoral guardinal has a +4 bonus on saves against poison.

Speak with Animals (Su): At 4th level, an avoral gains the ability to use *speak with animals* as a free action (caster level 8th).

Lay on Hands (Su): This ability, gained at 5th level, functions as the paladin class feature, except that each day, an avoral guardinal can heal an amount of damage equal to his full normal hit points.

Resistance to Cold and Sonic (Ex): An avoral guardinal gains resistance to cold 5 and sonic 5 at 7th level. These resistances improve to 10 at 11th level.

Fear Aura (Su): Once per day, a 13th-level avoral guardinal can create an aura of fear in a 20-foot radius. It is otherwise identical to *fear* from an 8th-level caster (save DC 14 + Cha modifier).

True Seeing (Su): At 15th level, an avoral guardinal gains the ability to see through illusions, invisibility, and the like. This ability is identical to *true seeing* (caster level 14th), except that it has personal range and the avoral must concentrate for 1 round before it takes effect. Thereafter, the ability remains in effect as long as the avoral concentrates on it.

CHAIN DEVIL

Outsider (Evil, Extraplanar, Lawful)

Truly lawful evil, chain devils (also called kytons) fit into the hierarchy of hell as fierce enforcers and disciplinarians. They usually fall under the command of higher-echelon bone devils who serve as the police force of Baator. Some chain devils travel the planes, spreading their particular brand of evil and tyranny throughout the multiverse.

In their native environment of the Nine Hells of Baator, chain devils wrap themselves in chains instead of wearing clothing. If actively adventuring elsewhere, they usually deign to wear clothing under their chains. The chains give them a +4 armor bonus, the equivalent of a chain shirt. They may wear other armor, in which case they gain whichever armor bonus is higher, but they are not naturally proficient with it.

CHAIN DEVIL RACIAL TRAITS

- +2 Strength, –4 Intelligence.
- Outsider: Chain devils are native to The Nine Hells of Baator, and thus have the outsider type. They gain the extraplanar subtype when not on Baator. They are not subject to spells or effects that affect only humanoids, such as *charm person* and *dominate person*.
- Medium: As Medium creatures, chain devils have no special bonuses or penalties due to their size.
- A chain devil's base land speed is 30 feet.
- Chain devils have darkvision out to 60 feet.
- Skills: Chain devils have a +8 racial bonus on Craft checks involving metalwork.
- Automatic Languages: Infernal and Common.
- Favored Class: Chain devil. The best multiclassing choice for a kyton is rogue, fighter, or barbarian.
- Level adjustment: A chain devil that has progressed through its monster class has 8 Hit Dice and a level adjustment of +6, making it effectively a 14th-level character.

CLASS SKILLS

The chain devil's class skills (and the key ability for each skill) are Climb (Str), Craft (any involving metalwork) (Int), Escape Artist (Dex), Intimidate (Cha), Listen (Wis), and

Table 1–7: The Chain Devil (Kyton)

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	+2 Str, –4 Int, +8 racial bonus on Craft checks involving metal, resistance to cold 5, spiked chains, feat
2nd	2d8	+2	+3	+3	+3	8 + Int mod	2	Dancing chains (1), natural armor +1
3rd	2d8	+2	+3	+3	+3	—	2	+2 Con, damage reduction 1/silver or good, unnerving gaze
4th	3d8	+3	+3	+3	+3	8 + Int mod	3	Dancing chains (2), feat, natural armor +2
5th	3d8	+3	+3	+3	+3	—	3	+2 Dex, damage reduction 2/silver or good
6th	4d8	+4	+4	+4	+4	8 + Int mod	4	+2 Cha, spell resistance 5 + Hit Dice
7th	4d8	+4	+4	+4	+4	—	4	Damage reduction 3/silver or good, regeneration 1, resistance to cold 10
8th	5d8	+5	+4	+4	+4	8 + Int mod	4	Damage reduction 4/silver or good, dancing chains (3)
9th	5d8	+5	+4	+4	+4	—	4	+2 Str, resistance to cold 15
10th	6d8	+6/+1	+5	+5	+5	8 + Int mod	4	Feat, natural armor +3,
11th	6d8	+6/+1	+5	+5	+5	—	5	+2 Con, damage reduction 5/silver or good, resistance to cold 20
12th	7d8	+7/+2	+5	+5	+5	8 + Int mod	5	Dancing chains (4), spell resistance 17
13th	7d8	+7/+2	+5	+5	+5	—	5	+2 Dex, natural armor +4
14th	8d8	+8/+3	+6	+6	+6	8 + Int mod	6	Immunity to cold, regeneration 2, spell resistance 18

Spot (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

CLASS FEATURES

All of the following are class features of the chain devil monster class.

Weapon and Armor Proficiency: Chain devils are proficient with all simple and martial weapons, and all chains.

A chain devil's natural weapons, as well as any weapons it wields, are treated as evil-aligned and lawful-aligned for the purpose of overcoming damage reduction.

Spiked Chains: Chain devils treat spiked chains as primary natural weapons and can make two attacks per round with them. Each attack uses the kyton's full Strength bonus.

Feats: A chain devil receives one feat at 1st level and additional feats at 4th and 10th level. After 14th level, it gains feats normally according to its Hit Dice, as shown on Table 3–2: Experience and Level-Dependent Benefits, page 22 of the *Player's Handbook*.

Dancing Chains (Su): A chain devil's most awesome attack is its ability to control up to four chains within 20 feet as a standard action, making the chains dance or move as it wishes. At 2nd level, a chain devil can control only one chain. It gains additional chains at 4th, 8th, and 12th level.

In addition, a chain devil can increase these chains' length by up to 15 feet and cause them to sprout razor-edged barbs. These chains attack as effectively as the devil itself. If a chain is in another creature's possession, the creature can attempt a DC 15 Will save to break the chain devil's power over that chain. If the save is successful, the kyton cannot attempt to control that particular chain again for 24 hours or until the chain leaves the creature's possession.

A chain devil can climb chains it controls at its normal land speed without making Climb checks.

Unnerving Gaze (Su): Range 30 feet, Will save (DC 10 + 1/2 Hit Dice + Cha modifier) negates. A chain devil can make its face resemble one of an opponent's departed loved ones or bitter enemies. Those who fail their saves take a –2 penalty on attack rolls for 1d3 rounds.

Regeneration (Ex): Chain devils take normal damage from silver weapons, good-aligned weapons, and spells or effects with the good descriptor.

A chain devil that loses a piece of its body regrows it in 2d6×10 minutes. Holding the severed member against the stump enables it to reattach instantly.

HOUND ARCHON

Outsider (Archon, Extraplanar, Good, Lawful)

Hound archons travel throughout the Upper Planes, serving the greater powers as protectors and defenders against evil. Hound archons serve powerful masters, but their duties often allow them to visit other planes and interact with other creatures. Their broad shoulders and meaty fists mark hound archons as able combatants. Likewise, their strong legs indicate that fleeing enemies won't get very far.

HOUND ARCHON RACIAL TRAITS

Hound archons have the following racial abilities and characteristics.

- Outsider: Hound archons are native to the Seven Mounting Heavens of Celestia, and thus have the outsider type. They gain the extraplanar subtype when not on Celestia. They are not subject to spells or effects that affect only humanoids, such as *charm person* and *dominate person*.
- Medium: As Medium creatures, hound archons have no special bonuses or penalties due to their size.
- A hound archon's base land speed is 40 feet.
- Hound archons have darkvision out to 60 feet and low-light vision.

- Bite (Ex): A hound archon has one bite attack that is a natural weapon and deals damage as indicated on Table 1–8 plus its Strength bonus. Hound archons can bite in addition to making a weapon attack (they prefer greatswords) and can bite when in canine form (see below).
- Slam (Ex): A hound archon has one secondary slam attack that is a natural weapon and deals damage as indicated on Table 1–8 plus 1/2 its Strength bonus. A hound archon can use its slam in addition to its bite if it is not wielding a weapon.
- Natural Armor: A hound archon has +2 natural armor at 1st level. This bonus increases as the creature gains higher levels, as shown on Table 1–8.
- Hound archons have a +4 racial bonus on saves against poison.
- Resistance to electricity 5: A hound archon has resistance to electricity that improves as the creature gains higher levels.
- Skills: While in canine form (an ability a hound archon gains at higher levels), a hound archon has a +4 circumstance bonus on Hide and Survival checks.
- Automatic Languages: Celestial, Draconic, Infernal, Sylvan.
- Favored Class: Hound archon. The best multiclass choices for a hound archon are fighter and paladin.
- Level adjustment: A hound archon that has progressed through its monster class has 6 Hit Dice and a level adjustment of +5, making it effectively an 11th-level character.

CLASS SKILLS

The hound archon's class skills (and the key ability for each skill) are Concentration (Con), Diplomacy (Cha), Hide (Dex), Jump (Str), Listen (Wis), Move Silently (Dex), Sense Motive (Wis), Spot (Wis), and Survival (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

CLASS FEATURES

All of the following are class features of the hound archon monster class.

Weapon and Armor Proficiency: Hound archons are proficient with all simple and martial weapons. They are not proficient with any type of armor or shield.

Feats: A hound archon gains feats normally according to its character level, as shown on Table 3–2: Experience and Level-Dependent Benefits, page 22 of the *Player's Handbook*. A hound archon also gains bonus feats at 1st, 3rd, and 9th level.

Spell-Like Abilities: Beginning at 2nd level, a hound archon gains spell-like abilities (*aid*, *continual flame*, *detect evil*, *dispel magic*, and *message*). Each is usable the number of times per day indicated on Table 1–8. The archon's caster level is equal to its Hit Dice from class levels.

Tongues (Su): Beginning at 4th level, a hound archon can speak with any creature that has a language, as the *tongues* spell cast by a 14th-level cleric. This ability is always active unless the hound archon chooses to disable it as a free action. The effect can be dispelled, but the hound archon can create it again on its next turn as a free action.

Change Shape (Su): A hound archon of 5th level or higher can assume any canine form of Small to Large size. While in canine form, the hound archon loses its bite, slam, and greatsword attacks, but gains the bite attack of the form it chooses. For the purposes of this ability, canines include any doglike or wolflike animal of the animal type.

Scent (Ex): At 5th level, a hound archon gains the scent ability. See page 314 of the *Monster Manual* for details.

Aura of Menace (Su): A righteous aura surrounds hound archons of 7th level or higher that fight or get angry. Any hostile creature within a 20-foot radius of a hound archon must succeed on a Will save (DC 12 + 1/2 archon's Hit Dice from class levels + archon's Cha modifier) to resist

Table 1–8: The Hound Archon

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	Bonus feat, darkvision 60 ft., low-light vision, subtypes (archon, extraplanar good, lawful), bite 1d6, slam 1d3, +2 natural armor, resistance to electricity 5, +4 on saves against poison
2nd	2d8	+2	+3	+3	+3	8 + Int mod	2	+2 Con, *detect evil* at will, *message* 3/day, +3 natural armor
3rd	3d8	+3	+3	+3	+3	8 + Int mod	3	Bonus feat, *aid* 3/day, *continual flame* 3/day
4th	3d8	+3	+3	+3	+3	—	3	+2 Str, resistance to electricity 10, tongues, +4 natural armor
5th	4d8	+4	+4	+4	+4	8 + Int mod	3	Change shape, scent, +5 natural armor
6th	4d8	+4	+4	+4	+4	—	4	Bite 1d8, slam 1d4, +6 natural armor, *message* at will
7th	5d8	+5	+4	+4	+4	8 + Int mod	4	Aura of menace, resistance to electricity 20, +7 natural armor
8th	5d8	+5	+4	+4	+4	—	4	Greater teleport 1/day, spell resistance 13, +8 natural armor
9th	6d8	+6/+1	+5	+5	+5	8 + Int mod	5	Bonus feat, +2 Cha, damage reduction 5/evil, *aid* at will, *continual flame* at will, spell resistance 14
10th	6d8	+6/+1	+5	+5	+5	—	5	+2 Wis, immunity to electricity and petrification, +9 natural armor, spell resistance 15
11th	6d8	+6/+1	+5	+5	+5	—	6	+2 Str, damage reduction 10/evil, greater teleport at will, magic circle against evil, spell resistance 16

its effects. Those who fail take a –2 penalty on attack rolls, Armor Class, and saves for 24 hours or until they successfully hit the archon that generated the aura. A creature that has resisted or broken the effect cannot be affected again by the same archon's aura for 24 hours.

Greater Teleport (Su): Beginning at 8th level, a hound archon can teleport the number of times per day indicated on Table 1–8, as the *greater teleport* spell cast by a 14th-level sorcerer. It can transport only itself and up to 50 pounds of objects.

Spell Resistance (Ex): At 8th level, a hound archon gains spell resistance 13. Subsequently, a hound archon's spell resistance increases by 1 each time it gains an additional level in hound archon.

Damage Reduction (Su): At 9th level, a hound archon gains damage reduction 5/evil. This damage reduction improves to 10/evil at 11th level.

Immunities (Ex): At 10th level, a hound archon gains immunity to electricity and petrification.

Magic Circle against Evil (Su): This effect continually surrounds a hound archon of 11th level, as the spell cast by a cleric of a level equal to the hound archon's Hit Dice from class levels.

JANNI

Outsider (Native)

Formed of all four elements, the jann spend most of their time on the Material Plane. They tend to favor privacy, but can easily pass as human. Curious (or outcast) jann often spend time among humans and other races, sometimes even forming bonds of friendship. The nomadic lifestyle of a janni transfers well to the life of an adventurer, and a courageous janni who undertakes one exciting venture often finds himself pursuing another and another.

JANNI RACIAL TRAITS

Janni characters have the following racial abilities and characteristics.

- +2 Wisdom.
- Outsider: Jann are outsiders native to the Material Plane, and thus have the outsider (native) type. They gain the extraplanar subtype when not on the Material Plane. They are not subject to spells or effects that affect only humanoids, such as *charm person* and *dominate person*.
- Medium: As Medium creatures, jann have no special bonuses or penalties due to their size.
- A janni's base land speed is 30 feet.
- Jann have darkvision out to 60 feet.
- Improved Initiative: A janni has Improved Initiative as a bonus feat.
- Automatic Language: Common. Bonus Languages: Abyssal, Aquan, Celestial, Ignan, Infernal, Terran.
- Favored Classes: Janni and rogue.
- Level adjustment: A janni that has progressed through its monster class has 6 Hit Dice and a level adjustment of +5, making it effectively an 11th-level character.

CLASS SKILLS

The janni's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Craft (Int), Escape Artist (Dex), Listen (Wis), Move Silently (Dex), Ride (Dex), Sense Motive (Wis), and Spot (Wis).

CLASS FEATURES

All of the following are class features of the janni monster class.

Weapon and Armor Proficiency: Jann are proficient with all simple and martial weapons, and with light and medium armor.

Feats: A janni receives one feat at 1st level and additional feats at 5th and 11th level. After 11th level, it gains feats normally according to its Hit Dice, as shown on Table 3–2: Experience and Level-Dependent Benefits, page 22 of the *Player's Handbook*.

Change Size (Sp): Twice per day, a janni of 2nd level or higher can magically change a creature's size. This effect works just like an *enlarge person* or *reduce person* spell (the janni chooses which when using the ability), except that the ability can work on the janni. The target can make a Fortitude save (DC 12 + janni's Cha modifier) to resist the effect. This effect is the equivalent of a 2nd-level spell.

Natural Armor: At 2nd level, a janni gains a natural armor bonus of +1.

Table 1–9: The Janni

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	+2 Wis, darkvision, Improved Initiative, feat
2nd	1d8	+1	+2	+2	+2	—	1	+2 Str, +2 Con, *change size* 2/day, +1 natural armor
3rd	2d8	+2	+3	+3	+3	8 + Int mod	1	Resistance to fire 5, *speak with animals* 3/day
4th	2d8	+2	+3	+3	+3	—	2	+2 Int, +2 Dex, *invisibility* (self) 1/day
5th	3d8	+3	+3	+3	+3	8 + Int mod	2	Fly 10 ft. (perfect), feat
6th	3d8	+3	+3	+3	+3	—	2	+2 Str, +2 Cha, *invisibility* (self) 2/day
7th	4d8	+4	+4	+4	+4	8 + Int mod	3	*Create food and water* 1/day, resistance to fire 10
8th	4d8	+4	+4	+4	+4	—	3	+2 Wis, +2 Dex, *invisibility* (self) 3/day
9th	5d8	+5	+4	+4	+4	8 + Int mod	3	Elemental endurance, *plane shift* 1/day
10th	5d8	+5	+4	+4	+4	—	3	+2 Str, +2 Int, telepathy 100 ft., fly 20 ft. (perfect)
11th	6d8	+6	+5	+5	+5	8 + Int mod	4	Ethereal jaunt 1/day, *plane shift* at will, feat

Illus. by E. Fiegenschuh

Resistance to Fire (Ex): A 3rd-level janni gains resistance to fire 5. This resistance increases to 10 at 7th level.

Speak with Animals (Sp): At 3rd level and higher, a janni can use *speak with animals* three times per day as a 12th-level caster.

Invisibility (Sp): Beginning at 4th level, a janni can use *invisibility* (self only) once per day as a 12th-level caster. He can use this ability twice per day at 6th level and three times per day at 8th level.

Fly: At 5th level, a janni gains the ability to fly at a speed of 10 feet with perfect maneuverability. His fly speed increases to 20 feet at 10th level.

Create Food and Water (Sp): A janni of 7th level or higher can use *create food and water* once per day as a 7th-level caster.

Elemental Endurance (Ex): At 9th level, a janni gains the ability to survive for up to 48 hours on any of the elemental planes of (Air, Earth, Fire, or Water). Failure to return to the Material Plane before that time expires causes a janni to take 1 point of damage per additional hour spent on the elemental plane, until it dies or returns to the Material Plane.

Plane Shift (Sp): At 9th level and higher, a janni can use *plane shift* to enter any of the elemental planes, the Astral Plane, or the Material Plane. This ability works once per day and transports the janni and up to eight other creatures, provided they all link hands with the janni. It is otherwise similar to the *plane shift* spell (caster level 13th). At 11th level, a janni can use this ability at will.

Telepathy (Su): At 10th level and higher, a janni can communicate telepathically with any other creature within 100 feet that has a language.

Ethereal Jaunt (Sp): Once per day, a janni of 11th level can use *ethereal jaunt* as a spell-like ability lasting for up to 1 hour.

LILLEND

Outsider (Chaotic, Extraplanar, Good)

The ultimate aesthete, a lillend values beauty above all. Lillends appreciate magnificence in every aspect of art. They take pleasure in lovely items such as paintings and sculptures. More esoteric creations ranging from poetry to flower arranging also please them. Lillends care intensely about the natural beauty of a forest spring, a windswept mountain, or an unspoiled limestone cave. Those who take up the life of an adventurer do so to actively protect the treasures of beauty and art, or to punish those who would destroy such things.

LILLEND RACIAL TRAITS

Lillends have the following racial abilities and characteristics.

- +2 Intelligence, +2 Charisma.
- Outsider: Lillends are native to the Heroic Domains of Ysgard, and thus have the outsider type. They gain the extraplanar subtype when not on Ysgard. They are not subject to spells or effects that affect only humanoids, such as *charm person* and *dominate person*.

Table 1–10: The Lillend

Level	Hit Dice	Base Attack Bonus	Fort Save	Ref Save	Will Save	Skill Points	CR	Special
1st	1d8	+1	+2	+2	+2	(8 + Int mod) × 4	1	+2 Int, +2 Cha, *light* 3/day, +5 racial bonus on saves against poison, natural armor +1, feat
2nd	2d8	+2	+3	+3	+3	8 + Int mod	2	+2 Int, +2 Wis, bard abilities 1st level, *speak with animals* 1/day
3rd	2d8	+2	+3	+3	+3	—	2	+2 Str, +2 Dex, *charm person, darkness, knock* 1/day, tail slap 1d6
4th	3d8	+3	+3	+3	+3	8 + Int mod	3	+2 Cha, bard abilities 2nd level, *darkness, knock* 2/day, feat
5th	3d8	+3	+3	+3	+3	—	3	+2 Str, +2 Wis, *darkness, knock* 3/day, *speak with plants* 1/day
6th	4d8	+4	+4	+4	+4	8 + Int mod	4	Bard abilities 3rd level, +10 racial bonus on saves against poison, resistance to fire 5
7th	4d8	+4	+4	+4	+4	—	5	+2 Str, +2 Wis, constrict, improved grab, natural armor +2
8th	5d8	+5	+4	+4	+4	8 + Int mod	5	+2 Dex, +2 Cha, bard abilities 4th level, *hallucinatory terrain* 1/day
9th	5d8	+5	+4	+4	+4	—	5	+2 Str, immunity to poison, tail slap 2d6, natural armor +3
10th	6d8	+6/+1	+5	+5	+5	8 + Int mod	6	Bard abilities 5th level, resistance to fire 10, feat
11th	6d8	+6/+1	+5	+5	+5	—	6	+2 Str, +2 Con, natural armor +4
12th	7d8	+7/+2	+5	+5	+5	8 + Int mod	7	+2 Dex, bard abilities 6th level
13th	7d8	+7/+2	+5	+5	+5	—	7	+2 Cha, +2 Con, natural armor +5

- Large: As Large creatures, lillends have a –1 penalty to Armor Class, a –1 penalty on attack rolls, a –4 penalty on Hide checks, and a +4 bonus on grapple checks. Their lifting and carrying limits are double those of a Medium character.
- A lillend's base land speed is 20 feet. Lillends also have a fly speed of 70 feet with average maneuverability.
- Lillends have darkvision out to 60 feet.
- Skills: Lillends have a +4 racial bonus on Survival checks.
- Automatic Languages: Celestial, Infernal, Abyssal, Common.
- Favored Class: Lillend. The best multiclassing choice for a lillend is bard.
- Level adjustment: A lillend that has progressed through its monster class has 7 Hit Dice and a level adjustment of +6, making it effectively a 13th-level character.

CLASS SKILLS

The lillend's class skills (and the key ability for each skill) are Appraise (Int), Concentration (Con), Diplomacy (Cha), Knowledge (arcana) (Int), Listen (Wis), Perform (Cha), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Survival (Wis). See Chapter 4: Skills in the *Player's Handbook* for skill descriptions.

CLASS FEATURES

All of the following are class features of the lillend monster class.

Weapon and Armor Proficiency: Lillends are proficient with all simple and martial weapons.

A lillend's natural weapons, as well as any weapons it wields, are treated as chaotic-aligned and good-aligned for the purpose of overcoming damage reduction.

Saving Throws: A lillend has a +5 racial bonus on saving throws against poison.

Tail Slap: A lillend has a tail slap attack that is a natural weapon dealing the damage indicated on Table 1–10 plus 1/2 the lillend's Strength bonus.

Feats: A lillend receives one feat at 1st level and additional feats at 4th and 10th level. After 13th level, it gains feats normally according to its Hit Dice, as shown on Table 3–2: Experience and Level-Dependent Benefits, page 22 of the *Player's Handbook*.

Constrict (Ex): A lillend deals points of damage equal to 2d6 + its Str modifier with a successful grapple check. Constricting uses the entire lower portion of its body, so it cannot take any move actions when constricting, though it can still attack with its sword.

Improved Grab (Ex): To use this ability, a lillend must hit with its tail slap attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can constrict.

Bard Abilities: A lillend has the spellcasting and bardic music ability of a bard of 1/2 its class level.

Spell-Like Abilities: As they advance in level, lillends gain certain spell-like abilities, or more uses per day for an existing ability.

At 2nd level, a lillend can use *speak with animals* once per day.

At 3rd level, it gains *charm person*, *darkness*, and *knock* once per day each.

At 4th level, *darkness* and *knock* become usable twice per day.

At 5th level, a lillend gains *speak with plants* once per day and can use *darkness* and *knock* three times per day.

At 8th level, it gains *hallucinatory terrain* three times per day.

Illus. by D. Kovacs

A planar adventurer may seek fame, power, and knowledge to right a wrong, to spread the holy word, or sometimes to perpetuate evil. The methods each adventurer employs to achieve an end vary by the adventurer's class. Standard classes include those that use combat, magic, skills, or a combination of these approaches; these classes are found in the *Player's Handbook*.

Class possibilities are all the wider when one considers the transfinite expanse of the multiverse. Of course, the members of standard classes can venture out past the Material Plane with the tools already available to them; at least, many of the spellcasting classes can. But sometimes players hunger for new vistas and new opportunities.

PLANAR SUBSTITUTION LEVELS

Despite the planar cachet associated with the prestige classes in this book, your character may not have the option of pursuing such a class. Taking planar substitution levels for your class is a way for you to continue taking levels in your favorite class while still enhancing your ability to adventure in a multiplanar campaign.

Substitution levels are levels of a standard class that you take to gain certain benefits instead of the level benefits described for the next higher level of the standard class. Taking a substitution level is not multiclassing—you remain within the class for which the substitution level is targeted. You can't take a substitution level and apply it to another class for which the substitution level is not targeted. For instance, a fighter can't take a planar substitution level for the rogue or monk class.

To qualify to take a planar substitution level, you must fulfill any one of the following criteria.

- Have 1 rank in Knowledge (the planes).
- Have a heritage feat (described later in this chapter).
- Have the extraplanar subtype when on the Material Plane.
- Have visited a plane other than the Material Plane.

Every class has a number of planar substitution levels, each of which you may select at a specified class level. When you take a substitution level for your class at a given level, you give up the benefits gained at that level for the standard class, and you get the substitution level benefits instead. You can't go back and gain the benefits for the level you swapped out—when you take your next level in the standard class, you gain the

next higher level as if you had gained the previous level normally. For instance, if you are a 3rd-level fighter and take the planar fighter substitution level for 4th level, you forever lose the benefits normally provided to a standard 4th-level fighter (you gained instead the planar substitution benefit for a 4th-level fighter). When you gain another level in fighter, you gain the 5th-level benefits of the standard fighter class.

Unless otherwise noted in the description of a planar substitution level benefit, a character who takes a planar substitution level gains spellcasting ability (increases in spells per day and spells known, if applicable) as if he had taken this level in the standard class.

A character need not take all the substitution levels provided for a class. For instance, a barbarian may decide only to take the planar substitution level for his class at 7th level, ignoring the previous substitution levels.

The description of each substitution level benefit explains what occurs to the standard class ability not gained, if that ability would normally increase at a specific rate (such as the barbarian's trap sense class feature).

BARBARIAN

Barbarians who strike beyond their homeland sometimes find that they go far indeed. Barbarians have no trouble with the dangers, the miles, and the wonders that traveling entails, and planar travel, while more grand, offers a barbarian a chance to refine his abilities with extraplanar enemies in mind.

Hit Die: d12.

Requirements

To take a barbarian planar substitution level, a character must be about to take his 3rd, 7th, or 11th level of barbarian.

Class Skills

Barbarian planar substitution levels have the class skills of the standard barbarian class plus Knowledge (the planes) (Int).

Skill Points at Each Level: 4+ Int modifier.

Class Features

All of the following are features of the barbarian's planar substitution levels.

Portal Sense (Su): The barbarian's raw instincts provide him with a supernatural sense concerning portals, planar breaches, and other passages between planes. A barbarian who takes the 3rd-level planar substitution level instantly becomes aware of any portal within 30 feet of his location, even if such a portal is normally invisible. In a sense, the barbarian seems to "sniff" out the portal. If the barbarian spends a few rounds "sniffing" around (taking a standard action each round to do so), he learns additional information about the portal (the rounds spent analyzing the portal need not be consecutive):

Round 1: Whether the portal is one-way or two-way.

Round 2: Any special circumstances governing the portal's use, such as knowing that it can be activated only at specific times of the day (but not what those times are) or if a special key or command word is needed to activate the portal (but not what that key or command word is).

Round 3: A brief sense of the area the portal leads to; essentially, the barbarian gains as much information as if he were allowed to see the portal's destination for 10 seconds, without the benefit of any other sense or analysis.

This benefit replaces the trap sense class feature gained by a standard barbarian at 3rd level. From now on, whenever the barbarian gains a standard barbarian level that grants an improvement to his trap sense, he gains the indicated bonus minus 1 (trap sense +1 at 6th level, trap sense +2 at 9th level, and so on).

Planar Damage Reduction (Ex): The barbarian toughens his body against injuries perpetrated by unnatural creatures. A barbarian who takes the 7th-level planar substitution level gains the ability to shrug off some additional amount of injury from each blow or attack made by an outsider or extraplanar creature. Subtract 2 points from the damage the barbarian takes each time he is dealt damage from a weapon or a natural attack made by an outsider or extraplanar creature. In effect, this benefit grants damage reduction 2/– against the attacks of outsiders or extraplanar creatures.

This benefit replaces the damage reduction 1/– gained by a standard barbarian at 7th level. From now on, whenever the barbarian gains a standard barbarian level that grants an improvement to his damage reduction, he gains the indicated amount minus 1 (1/– at 10th level, 2/– at 13th level, and so on). However, the planar damage reduction value stacks with the barbarian's damage reduction against attacks from outsiders or extraplanar creatures. For example, a 10th-level barbarian would have damage reduction 3/– against outsiders and extraplanar creatures, but damage reduction 1/– against all other creatures.

Menacing Rage (Su): The barbarian gains an especially potent fury against unnatural creatures not native to the Material Plane. A barbarian who takes the 11th-level planar substitution level generates an intangible aura of danger whenever he rages. This aura weakens hostile outsiders and creatures with the extraplanar subtype within 20 feet. Any outsider or extraplanar creature within that area must attempt a Will save (DC 10 + 1/2 barbarian's class level + barbarian's Con modifier). Those

Illus. by D. Day

who fail the saving throw take a –2 penalty on attack rolls, checks, and saves against the barbarian for 24 hours. This is a mind-affecting ability. A creature that makes its initial save is not affected by that same barbarian's menacing rage for 24 hours.

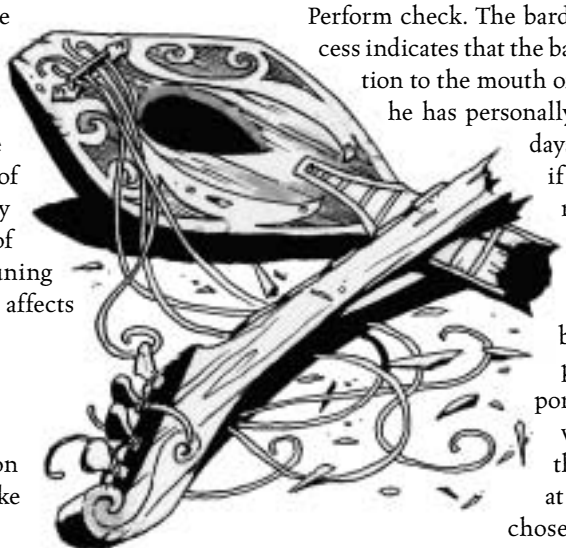
This benefit replaces the greater rage class feature gained by a standard barbarian at 11th level. If the barbarian later qualifies for the mighty rage class feature, he gains greater rage instead.

Table 2–1: Barbarian Planar Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
3rd	+3	+3	+1	+1	Portal sense
7th	+7/+2	+5	+2	+2	Planar damage reduction
11th	+11/+6/+1	+7	+3	+3	Menacing rage

BARD

Some hold that if one had the eyes to see, the world would be revealed as a symphony of celestial music, each theme playing out its part on the stage of reality. For some bards, this intuition is true. When they let the scales slip from their eyes, they see the underlying overture of music that connects all levels of reality. With this knowledge, they gain some ability to add refrains of their own choosing. This fine-tuning bypasses spellcasting and directly affects what others see as reality.



Illus. by W. Reynolds

Hit Die: d6.

Requirements

To take a bard planar substitution level, a character must be about to take his 3rd, 6th, or 12th level of bard.

Class Skills

Bard planar substitution levels have the class skills of the standard bard class.

Skill Points at Each Level: 6+ Int modifier.

Class Features

All of the following are features of the bard's planar substitution levels. Each benefit takes the place of one of the standard bardic music abilities and costs one daily use of bardic music.

Planar Inspiration (Su): A bard of 3rd level or higher with 6 or more ranks in a Perform skill who selects this planar substitution benefit can use his music or poetics to protect his allies from the alignment traits of a plane. The bard must perform for a full minute, spending a standard action to concentrate on his performance each round. At the end of the performance, he makes a Perform check (DC 15 for mild alignment traits, or DC 25 for strong alignment traits). The bard can't take 10 on this check.

Success indicates that the bard and each ally within 30 feet who heard the bard perform for the full minute don't take the normal penalty on checks made on planes whose alignments differ from their own (see Alignment Traits, page 149 of the *Dungeon Master's Guide*) for 24 hours. This is a mind-affecting ability.

This benefit replaces the inspire competence bardic music ability gained by a standard bard at 3rd level.

Portal Dissonance (Su): A bard of 6th level or higher with 9 or more ranks in a Perform skill who selects this planar substitution benefit can use music or poetics to influence intraplanar and extraplanar portals, moderate or severe planar breaches, and other discrete passages between planes (complete planar breaches cannot be affected). The portal, breach, or other qualifying passage to be affected must be centered within 60 feet. The bard must know about the portal.

Each round of the performance, he attempts a DC 20 Perform check. The bard can't take 10 on this check. Success indicates that the bard can redirect the portal destination to the mouth of any other active portal or breach he has personally traveled through in the past 30 days. Redirection automatically fails if the portal chosen as the temporary endpoint is no longer active. Only creatures and objects are affected by redirection, not traits (which leak through planar breaches). Creatures that enter the portal from the bard's side of the portal, or creatures that would otherwise arrive at the bard's location through the portal, instead arrive at the endpoint of another portal chosen by the bard this round. The portal to which the bard redirects travelers continues to connect to its original destination; if a redirected creature attempts to go back through the bard-influenced portal, it doesn't return to the bard's location, but instead to that portal's natural endpoint.

The bard may keep up the dissonance for 10 consecutive rounds (this counts as one of the bard's bardic music uses per day).

This benefit replaces the *suggestion* bardic music ability gained by a standard bard at 6th level. If the bard later qualifies for the *mass suggestion* bardic music ability, he gains the *suggestion* ability instead.

Planar Discordance (Su): A bard of 12th level or higher with 15 or more ranks in a Perform skill who selects this planar substitution benefit can attempt to create a minor planar breach (as the *precipitate breach* spell in Chapter 5). The bard must perform for 1 full minute, spending a standard action each round to concentrate on the performance.

At the end of the performance, the minor breach comes into existence with an onset time of 1d4 rounds, as indicated by the *precipitate breach* spell description. If the bard has further uses of his bardic music ability for the day, he may attempt to exacerbate the breach further, as described in the spell description.

This benefit replaces the *song of freedom* bardic music ability gained by a standard bard at 12th level.

Table 2–2: Bard Planar Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
3rd	+2	+1	+3	+3	Planar inspiration
6th	+4	+2	+5	+5	Portal dissonance
12th	+9/+4	+4	+8	+8	Planar discordance

CLERIC

Clerics who focus on the planes trade their ability to turn undead for control over extraplanar creatures. Outsiders view skilled planar clerics with awe or fear.

Hit Die: d8.

Requirements

To take a cleric planar substitution level, a character must be about to take his 4th, 7th, or 11th level of cleric.

Class Skills

Cleric planar substitution levels have the class skills of the standard cleric class.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are features of the cleric's planar substitution levels.

Planar Dismissal (Su): By selecting this planar substitution benefit at 4th level, a cleric trades away some of his power over undead creatures to gain the ability to dismiss a summoned extraplanar creature (such as a fiendish wolf brought by a *summon monster II* spell) by channeling the power of his faith through his holy (or unholy) symbol.

To attempt this, the cleric spends a turn/rebuke attempt and makes a level check (1d20 + cleric level) against a DC of 11 + the caster level of the summoner. If the summoning creature doesn't have a caster level, use its Hit Dice instead. The cleric gets a +2 bonus on this check if the summoned creature's alignment has at least one component opposed to his own (for instance, a lawful good cleric gets a +2 bonus if the creature's alignment includes either the chaotic or evil component, while a lawful neutral cleric gains the bonus only against chaotic summoned creatures.) Success indicates that the summoned creature is returned to its home plane.

Each attempt affects only a single creature, chosen by the cleric, that is within 60 feet and visible to the cleric. A cleric can't dismiss a summoned creature whose Hit Dice exceed his caster level + his Cha modifier.

A cleric who selects this planar substitution benefit reduces his cleric level by three for the purpose of turning undead. For example, a 4th-level cleric with the planar dismissal ability turns undead as a 1st-level cleric.

Planar Domain: A 7th-level cleric whose alignment is other than neutral can give up the two domains that he gained as a 1st-level cleric in exchange for a planar domain that matches his alignment (see Table 2–3: Planar Domains). The cleric need not worship a deity listed as one of the typical deities for the domain. A neutral cleric can't select a planar domain.

A cleric of Tondalla sends a devil back to the Nine Hells

Illus. by J. Pavelec

The cleric immediately loses the granted powers of his exchanged domains. Skills that were treated as class skills due to a granted power are treated as cross-class skills for this and all future cleric class levels (though the cleric doesn't lose any skill ranks for skill points already spent from previous levels). He can no longer fill domain spell slots with domain spells from the exchanged domains.

In return, the cleric gains a planar domain that matches his alignment, gains its granted power, and from now on may fill his domain spell slots with the spells appropriate to that domain. See Chapter 5: Spells for more information on planar domains.

Table 2–3: Planar Domains

Domain	Required Alignment
Abyss	Chaotic evil
Arborea	Chaotic good
Baator	Lawful evil
Celestia	Lawful good
Elysium	Neutral good
Hades	Neutral evil
Limbo	Chaotic neutral
Mechanus	Lawful neutral

Planar Banishment (Su): By selecting this planar substitution benefit at 11th level, a cleric trades away his ability to spontaneously cast *cure* or *inflict* spells of 6th level or higher in order to gain the ability to banish extraplanar creatures from his home plane. The cleric can "lose" any prepared spell of 6th level or higher that is not a domain spell in order to cast *banishment*. (If the cleric loses a spell of 7th level or higher, calculate the save DC as if the *banishment* spell had been heightened to that level.)

Table 2–4: Cleric Planar Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
4th	+3	+4	+1	+4	Planar dismissal
7th	+5	+5	+2	+5	Planar domain
11th	+8/+3	+7	+3	+7	Planar banishment

DRUID

The forces of nature, both subtle and grand, are manifestations of a deeper reality, where cosmic spheres revolve about each other in an awesome celestial dance. That dance generates the energy behind the fury of a storm, the brilliant sun, and even the vitality of life. The druid who understands the ecological connections between the seen and unseen is more capable, more knowledgeable, and more tuned into the events that move in all realms of existence.

Hit Die: d8.

Requirements

To take a druid planar substitution level, a character must be about to take his 4th, 9th, or 13th level of druid.

Class Skills

Druid planar substitution levels have the class skills of the standard druid class plus Knowledge (the planes) (Int).

Skill Points at Each Level: 4+ Int modifier.

Class Features

All of the following are features of the druid's planar substitution levels.

Resist Extraplanar Might (Ex): A 4th-level druid who selects this planar substitution benefit gains a +2 bonus on saving throws against the spell-like abilities of outsiders.

This benefit replaces the resist nature's lure class feature gained by a standard druid at 4th level.

Planar Tolerance (Ex): A planar druid of 9th level or higher becomes attuned to the nature of the planes she visits and gains immunity to their natural planar effects. Any effect that would be negated by the *planar tolerance* spell (see page 103) is negated by this druid ability. Unlike the spell, this ability affects only the druid herself.

This benefit replaces the immunity to venom class feature gained by a standard druid at 9th level.

Counter Summoning (Su): Some druids who walk the planes come to believe that excessive summoning of extraplanar creatures constitutes an abuse of the planes themselves, and they learn to deal with this problem at the source. A planar druid of 13th level or higher can ready a standard action to counter a *summon monster* spell or any spell-like ability that summons an extraplanar creature. This ability functions exactly as a counterspell using *dispel magic*, except that the druid need not cast a spell to make the attempt. The druid must make a caster level check against a DC of 11 + the opponent's caster level (if the opponent does not have a caster level for its summoning ability, use its Hit Dice instead). Success indicates that the spell or spell-like ability is countered.

Illus. by D. Day

This benefit replaces the a thousand faces class feature gained by a standard druid at 13th level.

Table 2–5: Druid Planar Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
4th	+3	+4	+1	+4	Resist extraplanar might
9th	+6/+1	+6	+3	+6	Planar tolerance
13th	+9/+4	+8	+4	+8	Counter summoning

FIGHTER

Planar travelers often have some fighting skill. Those devoting a substantial amount of time and effort to the pursuit of planar puissance gain additional powers and tactics useful against planar foes.

Hit Die: d10.

Requirements

To take a fighter planar substitution level, a character must be about to take his 4th, 8th, or 12th level of fighter.

Class Skills

Fighter planar substitution levels have the class skills of the standard fighter class plus Knowledge (the planes).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are features of the fighter's planar substitution levels.

Planar Study (Ex): At 4th level, a planar fighter learns the secrets of combating foes encountered on the planes. He gains a +2 bonus on all weapon damage rolls against elementals, outsiders, and creatures that would have the extraplanar subtype while on the Material Plane (such as a fiendish dire wolf).

This benefit replaces the bonus feat gained by a standard fighter at 4th level.

Align Puissance (Su): Once per day, for a number of rounds equal to his fighter class level, a planar fighter of 8th level or higher can use a standard action to align himself so that any weapon he wields is aligned good, evil, lawful, or chaotic, as he chooses. A weapon that is aligned can overcome the damage reduction of certain creatures, usually outsiders of the opposite alignment.

This ability has no effect on a weapon that already has an alignment, such as a holy sword. It affects all other weapons wielded by the fighter, but not his unarmed strikes or natural weapons. The ability comes from the fighter, not the weapon, so if he subsequently gives away or loses the weapon, it does not remain aligned. Likewise, while the fighter is under the effect of this ability, any weapon he picks up acts as if aligned in the manner he activated.

This benefit replaces the bonus feat gained by a standard fighter at 8th level.

Aura of Stability (Su): As a standard action, a planar fighter of 12th level or higher can activate a *dimensional anchor* effect (see page 221 of the *Player's Handbook*) on himself with a duration of a number of rounds equal to his class level. In addition, anyone with whom he is grappling is likewise affected by the *dimensional anchor* ability while they are grappling. Spell resistance applies, and the caster level of the ability equals the fighter's class level.

This benefit replaces the bonus feat gained by a standard fighter at 12th level.

Table 2–6: Fighter Planar Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
4th	+4	+4	+1	+1	Planar study
8th	+8/+3	+6	+2	+2	Align puissance
12th	+12/+7/+2	+8	+4	+4	Aura of stability

MONK

Monks who travel the planes do so for a wide variety of reasons, ranging from seeking to restore an ancient artifact to their temple to a much more general quest for enlightenment. The magnificent diversity of the planes lead many monks to adventure, and few return to quiet monastic study without having spent at least some time exploring. Living out a classic paradox, most find both more and less than they anticipate.

Hit Die: d8.

Requirements

To take a monk planar substitution level, a character must be about to take her 5th, 13th, or 16th level of monk.

Class Skills

Monk planar substitution levels have the class skills of the standard monk class plus Knowledge (the planes) (Int).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are features of the monk's planar substitution levels.

Table 2–7: Monk Planar Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Flurry of Blows Attack Bonus	Unarmed Damage	AC Bonus	Unarmored Speed Bonus
5th	+3	+4	+4	+4	Resistant body	+2/+2	1d8	+1	+10 ft.
13th	+9/+4	+8	+8	+8	Axiomatic soul	+9/+9/+9/+4	2d6	+2	+40 ft.
16th	+12/+7/+2	+10	+10	+10	*Ki* strike (cold iron), slow fall (80 ft.)	+12/+12/+12/+7/+2	2d8	+3	+50 ft.

Resistant Body (Ex): At 5th level, a planar monk successfully hardens her body against one type of energy (acid, cold, electricity, fire, or sonic), gaining resistance 5.

This benefit replaces the purity of body class feature gained by a standard monk at 5th level.

Axiomatic Soul (Ex): At 13th level, a planar monk gains spell resistance equal to her class level +15. This spell resistance applies only to effects generated by chaotic outsiders.

This benefit replaces the diamond soul class feature gained by a standard monk at 13th level.

Ki Strike (Su): At 16th level, a planar monk's unarmed attacks are treated as cold iron weapons for the purpose of overcoming damage reduction.

This benefit replaces the *ki* strike (adamantine) class feature gained by a standard monk at 16th level.

A monk with resistance to fire

PALADIN

Dedicated to upholding law, promoting good, and serving as an example for others in the name of their god, paladins seem to live their lives as an effort to carry a tiny bit of their deity's plane wherever they go. If they have done their jobs well, spending time on the plane in question will be like coming home, and bringing that same sense of beneficial transformation to other planes will be a worthwhile challenge for a truly worthy champion. Better than members of any other class, paladins can be agents who embody the tenets of an entire plane of existence.

Alignment: Lawful good.

Hit Die: d10.

Requirements

To take a paladin planar substitution level, a character must be about to take her 4th, 6th, or 10th level of paladin.

Class Skills

Paladin planar substitution levels have the class skills of the standard paladin class plus Knowledge (the planes) (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are features of the paladin's planar substitution levels.

Smite Evil Outsider (Su): A planar paladin of 4th level or higher can attempt to smite an evil outsider with one normal melee attack. She adds her Charisma bonus (if any) to the damage dealt by the attack. In addition, the attack is treated as good-aligned for the purpose of overcoming damage reduction. If the paladin accidentally smites a creature that is not an evil outsider, the smite has no effect, but the ability is still used up. A paladin may use this ability a number of times per day equal to 1 + her Cha modifier (minimum 1).

If the paladin is on a plane that is both good-aligned and lawful-aligned (such as the Seven Mounting Heavens of Celestia), she also adds her Charisma bonus (if any) to the attack roll.

A planar paladin can use smite evil and smite evil outsider on the same attack, and the bonuses stack.

This benefit replaces the ability to turn undead gained by a standard paladin at 4th level.

Celestial Mount: A paladin who chooses this planar substitution benefit at 6th level may apply the celestial template (see page 31 of the *Monster Manual*) to her special mount.

The mount gains darkvision out to 60 feet, spell resistance equal to its Hit Dice + 5 (maximum 25), and resistance to acid, cold, and electricity 5 (or resistance 10 if it has 8 or more Hit Dice). If the mount has 4 or more Hit Dice, it also gains damage reduction (5/magic for Hit Dice 4 to 11, or 10/magic for Hit Dice 12 or more), and its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction. It also gains a smite evil attack, allowing it to deal extra damage once per day equal to its Hit Dice (maximum +20) with a single melee attack against an evil foe.

This benefit replaces the *remove disease* class feature gained by a standard paladin at 6th level. From now on, whenever the paladin gains a standard paladin level that allows her to use *remove disease* more frequently, she gains the indicated number of uses per week minus 1 (1/week at 9th level, 2/week at 12th level, and so on).

Alignment Purity (Ex): A 10th-level paladin who chooses this planar substitution benefit can ignore the penalty to Intelligence-, Wisdom-, and/or Charisma-based checks that she would normally take when on a plane that is chaotic- or evil-aligned. Her spirit and determination are so pure that she effectively brings her own planar alignment traits wherever she goes.

Illus. by V. Rams

This ability only affects the paladin, not any other allies or foes in her vicinity.

This benefit replaces the ability to smite evil three times per day gained by a standard paladin at 10th level. From now on, whenever the paladin gains a standard paladin level that allows her to smite evil more frequently, she gains the indicated number of uses per day minus 1 (3/day at 15th level, 4/day at 20th level, and so on).

Table 2–8: Paladin Planar Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
4th	+4	+4	+1	+1	Smite evil outsider
6th	+6/+1	+5	+2	+2	Celestial mount
10th	+10/+5	+7	+3	+3	Alignment purity

RANGER

Rangers from the Material Plane stalk and protect forests and hills, and the same is true for rangers who live on other planes. Of course, they may be crystal forests and hills of flame, but the deep personal connection and dedication remain exactly the same.

Whatever the nature of a planar ranger's chosen home, he is as comfortable there as a noble is upon his throne. He can sense trouble on the wind, glean details of recent events from a single footprint, and know the habits of the local flora and fauna the way a mother bear knows her cubs.

Hit Die: d8.

Requirements

To take a ranger planar substitution level, a character must be about to take her 4th, 8th, or 13th level of ranger.

Class Skills

Ranger planar substitution levels have the class skills of the standard ranger class plus Knowledge (the planes) (Int).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are features of the ranger's planar substitution levels.

Planar Animal Companion (Ex): At 4th level, a planar ranger can select a celestial or fiendish animal as his animal companion. Doing this reduces the ranger's effective druid level by one.

For example, a 4th-level planar ranger (with an effective druid level of 1st) can select an animal from the normal list of potential companions. When he reaches 8th level, that companion would gain the bonus Hit Dice and other special abilities granted to the animal companion of a 3rd-level druid. He can't select a celestial leopard or fiendish wolverine until he reaches 10th level (effective druid level 4th).

Unlike a typical animal companion, the planar animal companion is a magical beast. However, the ranger (and only the ranger) can still affect it with his spells as if it were an animal.

To gain a celestial companion, a ranger must have a nonevil alignment. To gain a fiendish companion, a ranger must have a nongood alignment. If the ranger's alignment changes to one that is ineligible for the companion, the companion either turns on the ranger or leaves at its earliest convenience, depending on its natural tendencies.

Portal Intuition (Ex): At 8th level, a planar ranger becomes an expert at tracking quarry across planes and through various portals and breaches. When examining a portal, the ranger may attempt to determine to which plane the portal leads. To do this, he must succeed on both a DC 20 Survival check and a DC 20 Knowledge (the planes) check.

The ranger can also use this ability to determine whether or not a planar breach occurred within 20 feet of a particular spot within the last 24 hours. To do this, he must succeed on a DC 20 Search check. If the ranger determines that a breach did occur in the area, he may then use this ability to ascertain where it led.

This benefit replaces the swift tracker class feature gained by a standard ranger at 8th level.

Planar Tracking (Sp): Once per day, a ranger who chooses this substitution benefit can use *plane shift* as a spell-like ability (with a caster level equal to his class level) in order to follow his quarry. He must be tracking a favored enemy, and he must be at the spot where the creature traveled from one plane to another.

Unlike with the *plane shift* spell, the ranger has no chance of deviation from the intended destination. He and anyone he brings with him arrives in the exact spot that his quarry did. Spells that prevent planar travel (such as *dimensional lock*) affect this ability as they would any casting of *plane shift*.

The ranger does not automatically pick up his quarry's trail when he arrives on the new plane. He must use his Track feat to find the creature's tracks and pick up the hunt. But he has the advantage of knowing that his target definitely passed that way.

This benefit replaces the camouflage class feature gained by a standard ranger at 13th level.

Table 2–9: Ranger Planar Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
4th	+4	+4	+4	+1	Planar animal companion
8th	+8/+3	+6	+6	+2	Portal intuition
13th	+13/+8/+3	+8	+8	+4	*Planar tracking*

ROGUE

The only thing more varied and unpredictable than a rogue's intentions are the infinite planes of reality. No matter what a rogue wants to do, no matter what treasure

or information or experience she seeks, it can be found somewhere on the planes.

A rogue who spends her life exploring the twisting realities and the gossamer walls that separate them comes away with a unique insight into the way the cosmos functions. She may not have a scholar's ability to understand it, nor a poet's skill to describe it, but the rogue has something eminently more useful—she knows the loopholes built into the laws of reality and how to bend them ever so slightly to her advantage.

Hit Die: d6.

Requirements

To take a rogue planar substitution level, a character must be about to take her 6th, 10th, or 16th level of rogue.

Class Skills

Rogue planar substitution levels have the class skills of the standard rogue class plus Knowledge (the planes) (Int).

Skill Points at Each Level: 8 + Int modifier.

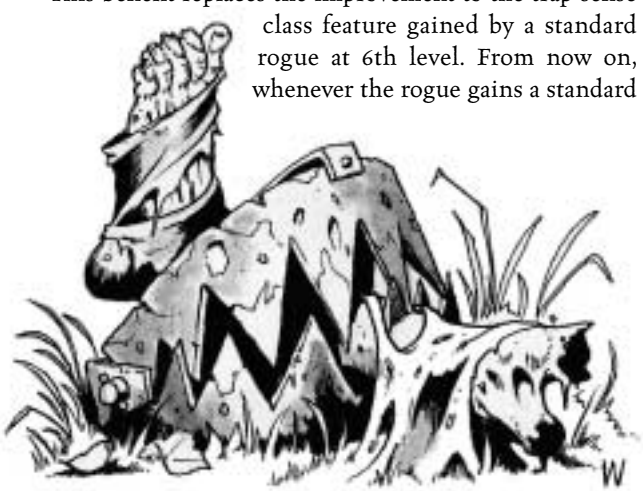
Class Features

All of the following are features of the rogue's planar substitution levels.

Breach Sense (Ex): A 6th-level planar rogue gains an intuitive sense that alerts her of the imminent opening of a nearby conduit between the planes. She automatically detects the activation of any portal or the opening of any planar breach within 30 feet of her, as well as any spell or effect that crosses over or through the planes (such as *summon monster*, *teleport*, or *plane shift*) used within 30 feet of her. The rogue may immediately attempt a DC 25 Spot check to pinpoint the exact location of the portal, breach, or effect, as long as she has line of sight to it.

For example, a planar rogue would detect a demon teleporting to a spot within 30 feet of her, and with a DC 25 Spot check could even pinpoint the precise location where the demon appeared (though she would lose this precision as soon as the demon moved).

This benefit replaces the improvement to the trap sense class feature gained by a standard rogue at 6th level. From now on, whenever the rogue gains a standard rogue level that grants an improvement to her trap sense, she gains the indicated bonus minus 1 (trap sense +2 at 9th level, trap sense +3 at 12th level, and so on).



Slip the Bonds (Su): A rogue who chooses this substitution benefit at 10th level knows how to slip momentarily into the periphery of the plane she is on. Once per day as a free action, she can turn ethereal for a single round.

This benefit replaces the special ability gained by a standard rogue at 10th level.

Blink (Sp): By 16th level, a planar rogue's understanding of how to skirt the periphery of a plane is such that she can use a *blink* effect on herself once per day. This effect lasts for a number of rounds equal to 1/2 her rogue level (rounded down).

This benefit replaces the special ability gained by a standard rogue at 16th level.

Table 2–10: Rogue Planar Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
6th	+4	+2	+5	+2	Breach sense
10th	+7/+2	+3	+7	+3	Slip the bonds
16th	+12/+7/+2	+5	+10	+5	*Blink*

SORCERER

Though many claim a sorcerer's power derives from draconic heritage, a few sorcerers believe that their arcane prowess comes from an even purer source—the planes themselves. It isn't uncommon to see sorcerers traveling the multiverse in search of support for this belief.

Unlike other spellcasters, the sorcerer has a limited ability to customize his talents for planar adventuring. With a small list of spells known, the sorcerer who wishes to adapt to life on the planes must choose his tools wisely. Even so, the wide variety of challenges awaiting the planar sorcerer demands a slightly more adaptable approach to spellcasting.

Hit Die: d4.

Requirements

To take a sorcerer planar substitution level, a character must be about to take her 5th, 9th, or 13th level of sorcerer.

Class Skills

Sorcerer planar substitution levels have the class skills of the standard sorcerer class plus Knowledge (the planes) (Int).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are features of the sorcerer's planar substitution levels.

Force-Charged Energy (Su): At 5th level, a planar sorcerer can lace his spells with pure force, the better to affect the various energy-resistant elementals and outsiders he faces. At the sorcerer's option, half of the energy damage dealt by a spell he casts is replaced by force damage. This

Illus. by W. Reynolds

effect can be applied to any spell that deals acid, cold, electricity, fire, or sonic damage.

The maximum spell level to which a planar sorcerer can apply this effect is one lower than the highest level of sorcerer spell that he can cast. For instance, a 5th-level planar sorcerer can apply this effect to 0-level and 1st-level sorcerer spells, while an 18th-level planar sorcerer can apply it to spells of up to 8th level.

This benefit replaces the ability to learn a new 2nd-level spell gained by a standard sorcerer at 5th level. From now on, the sorcerer's number of 2nd-level spells known at any class level is one less than the value shown on Table 3–17, page 54 of the *Player's Handbook*.

Extraplanar Spell Penetration (Ex): A 9th-level planar sorcerer can imbue his spells with the ability to penetrate the spell resistance of extraplanar creatures more readily. Three times per day, for 1 round each time, the sorcerer can add his Charisma bonus to all his caster level checks made to overcome the spell resistance of extraplanar creatures.

This benefit replaces the ability to learn a new 4th-level spell gained by a standard sorcerer at 9th level. From now on, the sorcerer's number of 4th-level spells known at any class level is one less than the value shown on Table 3–17, page 54 of the *Player's Handbook*.

Spontaneous Planar Summoning (Su): A 13th-level planar sorcerer learns to summon extraplanar creatures spontaneously. When he chooses this planar substitution benefit, a sorcerer selects one of the following categories: elementals (creatures of the elemental type), celestial creatures (creatures with the celestial template), or fiendish creatures (creatures with the fiendish template). He can use any spell slot to spontaneously cast a *summon monster* spell of the same level, but he can use that spell to summon only creatures of the selected category.

For example, a 13th-level sorcerer who chose elementals could use one of his 6th-level spell slots to cast *summon monster VI*. He could use that spell to summon a single Large elemental, or 1d3 Medium elementals (from the 5th-level summoning list). He could not use the spell to summon creatures that weren't elementals.

This benefit replaces the ability to learn a new 6th-level spell gained by a standard sorcerer at 13th level. From now on, the sorcerer's number of 6th-level spells known at any class level is one less than the value shown on Table 3–17, page 54 of the *Player's Handbook*.

Table 2–11: Sorcerer Planar Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
5th	+2	+1	+1	+4	Force-charged energy
9th	+4	+3	+3	+6	Extraplanar spell penetration
13th	+6/+1	+4	+4	+8	Spontaneous planar summoning

WIZARD

While other spellcasters may have a vested interest in a particular planar viewpoint, the wizard prefers a more open policy toward the planes. To a wizard, the planes represent knowledge and power, and the wizard who can learn the secrets of the planes without regard to those planes' alignments or other traits is a true master of magic.

More so than many other classes, the wizard already has the ability to customize her abilities with an eye to the planes, simply through the spells she learns and prepares each day. If a wizard learns *plane shift* and *planar tolerance*, then the caster is self-customized to adventure on the planes. But the planar wizard goes a step beyond this adaptation, learning to channel the pure power of the planes themselves in her spells.

Hit Die: d4.

Requirements

To take a wizard planar substitution level, a character must be about to take her 6th, 10th, or 14th level of wizard.

Class Skills

Wizard planar substitution levels have the class skills of the standard wizard class.

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are features of the wizard's planar substitution levels.

Unimpeded Magic (Su): A 6th-level planar wizard learns to overcome planar impediments to her spellcasting. When casting a wizard spell that would normally be impeded because of a plane's magic traits (such as a fire spell on the Elemental Plane of Water), the spell functions normally without need for a Spellcraft check.

This benefit replaces the 3rd-level spell slot gained by a standard wizard at 6th level. From now on, the wizard can prepare one less 3rd-level wizard spell than indicated on Table 3–18, page 55 of the *Player's Handbook*.

Planar Spellcasting (Su): A 10th-level planar wizard learns to channel planar energy through her spells. Upon gaining this ability, the wizard chooses to make her spells anarchic (chaotic), axiomatic (lawful), celestial (good), or fiendish (evil). Her spells gain the indicated alignment descriptor. The wizard can choose any of the four options, regardless of her own alignment. Against creatures of the opposed alignment, she gains a +1 bonus on caster level checks made to overcome spell resistance, and her spell save DCs are increased by 1. If she casts a spell that normally has the same alignment descriptor that she would apply, or whenever she casts a spell on a plane with an alignment trait that matches the alignment she chose, the bonuses increase to +2. These effects apply only to the character's wizard spells; any spellcasting ability gained from another class functions normally.

For example, the spells of a wizard choosing to cast fiendish spells gain the evil descriptor. She gains a +1 bonus on caster level checks to overcome the spell resistance of good-aligned creatures, and good-aligned creatures attempting to save against her spells do so against a DC that is 1 higher than normal. If she casts a spell that would normally be an evil spell (such as *contagion*), or if she casts any spell on an evil-aligned plane (such as the Abyss or the Nine Hells), these values would increase by 2 instead of by 1.

This benefit replaces the bonus feat gained by a standard wizard at 10th level, as well as the two spells a standard 10th-level wizard learns for free.

Enhanced Magic (Su): A 14th-level planar wizard learns how to channel the essence of a specific plane's enhanced magic trait through her spells. Upon gaining this ability, the wizard must choose a specific plane that she has visited (other than the Material Plane). Three times per day, the wizard may spend a standard action to channel that plane's magical essence. The next spell she casts (if cast within 1 minute) is enhanced as if she were casting it on that plane, applying any magic traits normal to that plane. This ability doesn't apply any other planar magic traits to the wizard's spells, such as wild magic or impeded magic.

For example, a planar wizard who chose to channel the essence of the Elemental Plane of Fire would maximize and enlarge the next spell she cast after activating this ability (as if she had applied the Maximize Spell and Enlarge Spell metamagic feats, but without adjusting the spell slot used), as long as that spell has the fire descriptor.

This benefit replaces the 7th-level spell slot gained by a standard wizard at 14th level. From now on, the wizard can prepare one less 7th-level wizard spell than indicated on Table 3–18, page 55 of the *Player's Handbook*.

Table 2–12: Wizard Planar Substitution Levels

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
6th	+3	+2	+2	+5	Unimpeded magic
10th	+5	+3	+3	+7	Planar spellcasting
14th	+7/+2	+4	+4	+9	Enhanced magic

FEATS

The feats described in this chapter include many that can be learned only by direct exposure to planar creatures, locations, or knowledge from planes other than the Material Plane.

HERITAGE FEATS

A heritage feat signifies a specific ancestry of the character (in the case of the feats in this book, a specific extraplanar ancestry). The player and DM are encouraged to come up with a background story explaining the character's heritage, though the exact source of this ancestral link isn't crucial to the feat's operation (and may remain a mystery to the character).

A character may select a heritage feat at any level. Choosing a heritage feat after 1st level signifies that the ancestral power of the character is only now manifesting itself.

Once a character selects a heritage feat, he cannot select another heritage feat unless it lists his first heritage feat as a prerequisite. For instance, a character who selects Fire Heritage can't also take Shadow Heritage, but he could select additional heritage feats that have Fire Heritage as a prerequisite (such as Improved Elemental Heritage).

FEAT DESCRIPTIONS

The feats in this section follow the normal format for feat descriptions.

Acheron Flurry [General]

You master the secret technique developed by Acheron-native special forces of limiting a foe's options in hand-to-hand combat.

Prerequisites: Dex 15, Wis 15, Improved Unarmed Strike, Knowledge (the planes) 4 ranks.

Benefit: During your turn, designate an opponent within reach to whom you have dealt damage during this encounter using an unarmed strike.

You can spend a standard action to confound and distract your chosen foe with a constant flood of distracting mock attacks. While doing this leaves you open to attacks (applying a –2 penalty to your Armor Class), your foe may take only a single standard action or move action on his next turn.

If you move away (or are otherwise no longer conscious and adjacent to your foe) before your chosen foe's next turn, he may act normally.

Air Heritage [Heritage]

You are descended from creatures native to the Elemental Plane of Air. You share some of your ancestors' natural agility and grace.

Benefit: Your fly speed increases by 30 feet (up to a maximum increase equal to your normal fly speed). If you don't have a fly speed as a racial ability, this benefit has no effect.

Illus. by W. Reynolds

Table 2–13: Feats

General Feats	Prerequisites	Benefit
Acheron Flurry	Dex 15, Wis 15, Improved Unarmed Strike, Knowledge (the planes) 4 ranks	Distract foe with mock attacks
Celestial Summoning Specialist	Knowledge (the planes) 2 ranks, Knowledge (religion) 2 ranks, nonevil alignment, summon monster ability	Summon additional good-aligned creatures
Elemental Spellcasting	Knowledge (the planes) 2 ranks	Cast spells of chosen descriptor at +1
Fiendish Summoning Specialist	Knowledge (the planes) 2 ranks, Knowledge (religion) 2 ranks, nongood alignment, summon monster ability	Summon additional evil-aligned creatures
Neraph Charge	Wis 15, Knowledge (the planes) 5 ranks	Camouflage your charge attack so foe loses Dex bonus to AC
Neraph Throw	Dex 15, Knowledge (the planes) 5 ranks	Camouflage your thrown attack so foe loses Dex bonus to AC
Nonverbal Spell	—	Cast spells that have verbal components without uttering verbal components
Personal Touchstone	Planar Touchstone, Knowledge (the planes) 8 ranks, object from planar touchstone site	Double the uses of planar touchstone higher-order ability
Planar Familiar	Ability to acquire new familiar, compatible alignment, sufficient arcane spellcaster level, Knowledge (the planes) 5 ranks	Add planar creatures to list of available familiars
Planar Touchstone	Knowledge (the planes) 8 ranks, object from touchstone site	Gain base ability for that touchstone
Stalwart Planar Ally	Cha 13, Spellcraft 5 ranks, Planar Touchstone	Improve resilience and duration of summoned creature

You also gain a +2 bonus on Balance and Jump checks when carrying a light load or no load and wearing light armor or no armor.

Anarchic Heritage [Heritage]

You are descended from creatures native to the planes of chaos. You share some of your ancestors' natural resistance to effects that would reshape your form, and you are resistant to the magic of lawful foes.

Prerequisite: Nonlawful alignment.

Benefit: You gain a +4 bonus on saving throws against polymorph or petrification effects.

You also gain a +1 bonus on saving throws against spells or other effects created by lawful creatures.

Axiomatic Heritage [Heritage]

You are descended from creatures native to the planes of law. You share some of your ancestors' natural resistance to charms, and you are resistant to the magic of chaotic foes.

Prerequisite: Nonchaotic alignment.

Benefit: You gain a +4 bonus on Will saving throws against enchantment (charm) spells and effects.

You also gain a +1 bonus on saving throws against spells or other effects created by chaotic creatures.

Celestial Heritage [Heritage]

You are descended from creatures native to the Upper Planes. You share some of your ancestors' natural resistance to disease, and you are resistant to the magic of evil foes.

Prerequisite: Nonevil alignment.

Benefit: You gain a +4 bonus on Fortitude saving throws against disease.

You also gain a +1 bonus on saving throws against spells or other effects created by evil creatures.

Celestial Summoning Specialist [General]

You can select from a larger number of options when summoning good creatures.

Prerequisites: Nonevil alignment, Knowledge (the planes) 2 ranks, Knowledge (religion) 2 ranks, ability to cast any *summon monster* spell.

Benefit: Add one good-aligned creature to the list of creatures for each *summon monster* spell that you can cast. (Work with the DM to select creatures appropriate to the spell's list of summonable creatures.) Each time you gain the ability to cast a new *summon monster* spell, you may add one good-aligned creature to the list.

Normal: Without this feat, adding a creature to your summoning list requires you to remove one that is already on the list.

Earth Heritage [Heritage]

You are descended from creatures native to the Elemental Plane of Earth. You share some of your ancestors' natural stability and physical power.

Benefit: Your stability grants you a +4 bonus on checks to avoid being bull rushed or tripped while standing on the ground. This bonus stacks with the benefits of similar effects, such as a dwarf's stability.

Heritage Feats	Prerequisites	Benefit
Air Heritage	—	Fly speed +30 feet, +2 on Balance and Jump checks
Anarchic Heritage	Nonlawful alignment	+4 on saves against polymorph/petrification, +1 on saves against spells by lawful creatures
Axiomatic Heritage	Nonchaotic alignment	+4 on Will saves against enchantments, +1 on saves against spells by chaotic creatures
Celestial Heritage	Nonevil alignment	+4 on Fort saves against diseases, +1 on saves against spells by evil creatures
Earth Heritage	—	+4 on checks to avoid being bull rushed or tripped, +1 on weapon damage if you and foe both touch ground
Fiendish Heritage	Nongood alignment	+4 on Fort saves against poison, +1 on saves against spells by good creatures
Fire Heritage	—	+1 on initiative checks, +1 fire damage from unarmed/natural attacks
Improved Elemental Heritage	Air, Earth, Fire, or Water Heritage	Resistance 5 to acid, cold, electricity, or fire; +2 on saves against spells of matching descriptor
Improved Outer Planar Heritage	Anarchic, Axiomatic, Celestial, or Fiendish Heritage	Your unarmed or natural attacks are treated as having matching alignment
Natural Heavyweight	—	Double carrying capacity, +2 on Climb or Jump checks in normal gravity (+4 in light gravity)
Shadow Heritage	—	+3 on Hide or Move Silently checks when in darkness or shadow
Water Heritage	—	Gain swim speed of 20 feet or increase swim speed by 20 feet, +4 on Con checks for holding your breath

You also gain a +1 bonus on weapon damage rolls if both you and your foe touch the ground.

Elemental Spellcasting [General]

Choose an element (air, earth, fire, or water). You cast spells with that descriptor more effectively than normal.

Prerequisite: Knowledge (the planes) 2 ranks.

Benefit: You cast spells with the chosen descriptor at +1 caster level.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new element.

Fiendish Heritage [Heritage]

You are descended from creatures native to the Lower Planes. You share some of your ancestors' natural resistance to poison, and you are resistant to the magic of good foes.

Prerequisite: Nongood alignment.

Benefit: You gain a +4 bonus on Fortitude saving throws against poison.

You also gain a +1 bonus on saving throws against spells or other effects created by good creatures.

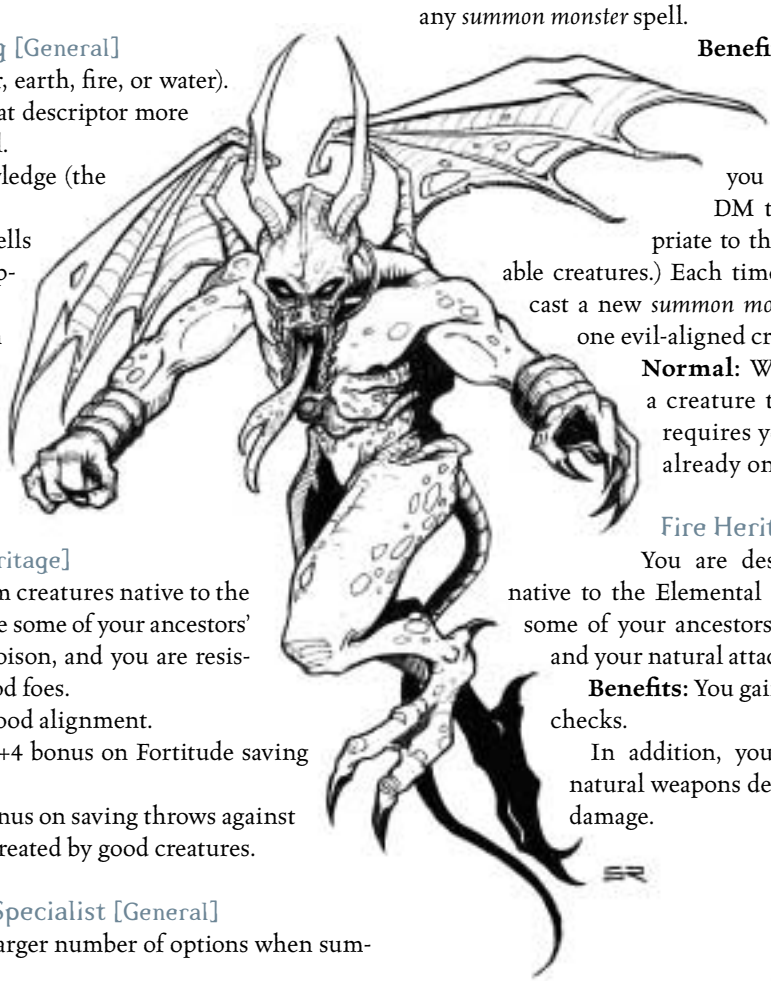
Fiendish Summoning Specialist [General]

You can select from a larger number of options when summoning evil creatures.

Prerequisites: Nongood alignment, Knowledge (the planes) 2 ranks, Knowledge (religion) 2 ranks, ability to cast any *summon monster* spell.

Benefit: Add one evil-aligned creature to the list of creatures for each *summon monster* spell that you can cast. (Work with the DM to select creatures appropriate to the spell's list of summonable creatures.) Each time you gain the ability to cast a new *summon monster* spell, you may add one evil-aligned creature to the list.

Normal: Without this feat, adding a creature to your summoning list requires you to remove one that is already on the list.



Illus. by S. Roller

Fire Heritage [Heritage]

You are descended from creatures native to the Elemental Plane of Fire. You share some of your ancestors' natural reaction speed, and your natural attacks are red-hot.

Benefits: You gain a +1 bonus on initiative checks.

In addition, your unarmed attacks and natural weapons deal an extra 1 point of fire damage.

Improved Elemental Heritage [Heritage]

You have manifested an even stronger tie to your elemental ancestor, resulting in a minor resistance to elemental effects.

Prerequisite: Air Heritage, Earth Heritage, Fire Heritage, or Water Heritage.

Benefit: You gain resistance 5 to a specific type of energy, based on your elemental heritage: acid (earth), cold (water), electricity (air), or fire (fire).

You also gain a +2 bonus on saving throws against spells with the descriptor that matches your chosen elemental heritage (air, earth, fire, or water).

Improved Outer Planar Heritage [Heritage]

Your ancestral tie to the Outer Planes manifests as an ability to deal damage with your natural attacks as if they matched the alignment of your ancestors.

Prerequisite: Anarchic Heritage, Axiomatic Heritage, Celestial Heritage, or Fiendish Heritage.

Benefit: Your unarmed attacks and natural weapons (but not the weapons you wield) are treated as having an alignment for the purpose of overcoming damage reduction. The alignment depends on the heritage feat you used to qualify for this feat: chaotic (Anarchic Heritage), evil (Fiendish Heritage), good (Celestial Heritage), or lawful (Axiomatic Heritage).

Illus. by E. Fiegenschuh

Attacking with the Neraph Throw feat

Natural Heavyweight [Heritage]

You are descended from creatures native to a plane of heavy gravity. On planes with normal gravity, you feel light and buoyant.

Benefit: Your carrying capacity is doubled. Double the values given in Table 9–1, page 162 of the *Player's Handbook*, to determine what your light, medium, and heavy loads are.

On a plane with normal gravity, you gain a +2 circumstance bonus on Climb and Jump checks, but you also take a –2 penalty on Balance, Ride, Swim, and Tumble checks. On a plane with light gravity, these bonuses and penalties are doubled (and replace the normal bonuses and penalties on these skill checks).

Neraph Charge [General]

You master the Limbo-native neraph martial art of motion camouflage when you charge a foe.

Prerequisites: Wis 15, Knowledge (the planes) 5 ranks.

Benefit: You can charge in such a way as to fool your foe into believing that you are not moving closer, or moving closer too slowly to attack effectively. A victim of your Neraph Charge attack may not apply its Dexterity bonus to its Armor Class. All conditions that pertain when a foe cannot apply his Dexterity bonus to Armor Class also pertain to the Neraph Charge attack, if any (for instance, a sneak attack also could be made with this attack if you can make such an attack).

Once you have used a Neraph Charge attack against an enemy (regardless of the attack's success), any later attempts to use Neraph Charge against that enemy in the same encounter automatically fail. Once a foe sees the attack in action against himself, the foe can discern it for what it is for the duration of that combat.

Special: Neraph Charge has no effect against foes who can't see you.

Neraph Throw [General]

You master the Limbo-native neraph martial art of motion camouflage for your thrown weapons.

Prerequisites: Dex 15, Knowledge (the planes) 5 ranks.

Benefit: You can throw a weapon in such a way as to fool your foe into believing that the thrown weapon is not moving closer, or moving closer too slowly to be an effective attack. A victim of your Neraph Throw attack may not apply its Dexterity bonus to its Armor Class. All conditions that pertain when a foe cannot apply his Dexterity bonus to Armor Class also pertain to the Neraph Throw attack, if any (for instance, a sneak attack also could be made with this attack if you can make such an attack).

Once you have used a Neraph Throw attack against an enemy (regardless of the attack's success), any later attempts to use Neraph Throw against that enemy in the same encounter automatically fail. Once a foe sees the attack in action against himself, the foe can discern it for what it is for the duration of that combat.

Special: Neraph Throw has no effect against foes who can't see you.

Nonverbal Spell [General]

You can cast spells that have verbal components without actually verbalizing the words.

Benefit: You can cast spells with verbal components without needing to utter the actual verbal components. You still make noise when casting such a spell (which may be anything from recognizable speech to elaborate song to simple growls), but the noise is unrecognizable as a verbal spell component. (A *silence* spell still would prevent you from completing the spell, for example.) Spells without verbal components are not affected.

This feat is most beneficial to races incapable of speech in the traditional sense, but still capable of communication. However, it also can prove helpful to characters wishing to disguise the verbal components of their spells.

Personal Touchstone [General]

You draw more power from one of the planar touchstone locations to which you have forged a link.

Prerequisites: Planar Touchstone, a portable object of at least 250 gp value native to a chosen planar touchstone plane, Knowledge (the planes) 8 ranks.

Benefit: Choose any planar touchstone for which you have previously fulfilled the higher-order recharge condition (see page 154); this is now your personal touchstone. Each time you visit your touchstone from now on, you gain double the number of uses of the higher-order ability when you fulfill the recharge condition. You may continue to visit other touchstone sites and gain the standard number of higher-order uses with each visit to those sites (and you lose the higher-order uses left unused at your personal site, unless you have taken Planar Touchstone enough times to allow you to keep the higher-order uses of more than one planar touchstone simultaneously).

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take this feat, it applies to a new planar touchstone.

Planar Familiar [General]

When you are ready and able to acquire a new familiar, you may choose one of several nonstandard familiars.

Prerequisite: Ability to acquire a new familiar, compatible alignment, sufficient arcane spellcaster level, Knowledge (the planes) 5 ranks.

Benefit: When choosing a familiar, you may add the following creatures to your list of options. You may choose a familiar with an alignment up to one step away from yours on each of the alignment axes (lawful–chaotic and good–evil).

Planar Familiars

Familiar	Arcane Spellcaster Alignment	Level Required
Anarchic* animal[1]	Any chaotic	5th
Axiomatic* animal[1]	Any lawful	5th
Celestial animal[1]	Any good	3rd
Elemental, Small[2]	Neutral	5th
Fiendish animal[1]	Any evil	3rd
Imp[3]	Lawful evil	7th
Lantern archon	Lawful good	7th
Mephit	Neutral	7th
Quasit	Chaotic evil	7th

*New template; see Chapter 6: Creatures of the Planes.

1 Apply the anarchic, axiomatic, celestial, or fiendish template to any animal from the standard familiar list. Unlike other improved familiars, these creatures grant their masters the standard benefits for having an animal familiar of that type.

2 Air, earth, fire, or water elemental only.

3 Standard only. If you are using the *Fiend Folio,* you may use a filth imp instead.

The improved familiar is magically linked to its master in the same way as a normal familiar. The familiar uses the basic statistics for a creature of its kind, as given in the *Monster Manual* or this book, except as noted below.

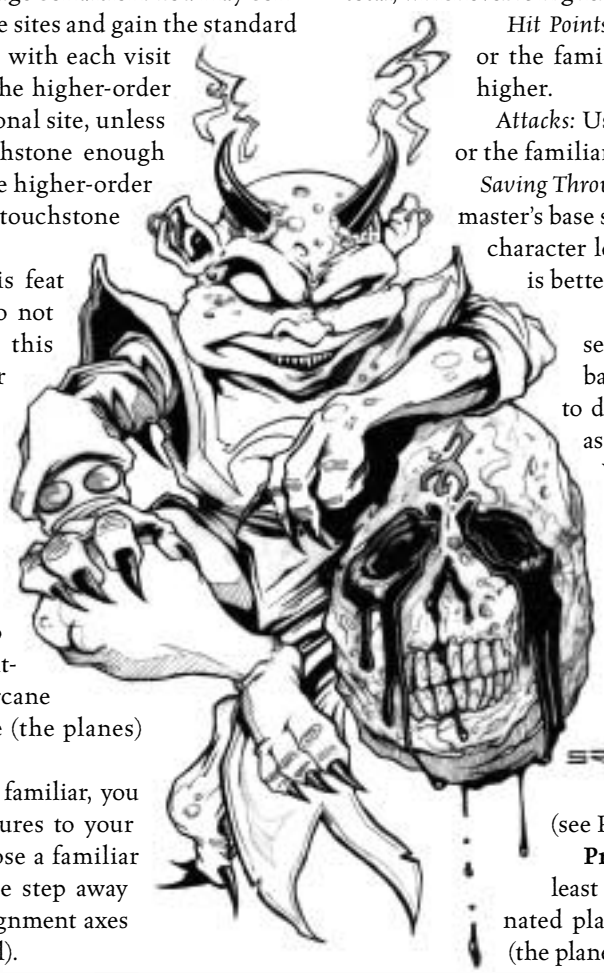
Hit Dice: For effects that depend upon Hit Dice, use the master's character level or the familiar's normal Hit Dice total, whichever is higher.

Hit Points: Use one-half the master's total or the familiar's normal total, whichever is higher.

Attacks: Use the master's base attack bonus or the familiar's, whichever is better.

Saving Throws: For each saving throw, use the master's base save bonus (as calculated from his character level) or the familiar's, whichever is better.

Familiar Special Abilities: Use the second table in the Familiars sidebar, page 53 of the *Player's Handbook,* to determine additional abilities, just as you would for a normal familiar. With the exception of anarchic, axiomatic, celestial, and fiendish animals, planar familiars do not grant their masters any of the benefits that appear on the first table in that sidebar.



Planar Touchstone [General]

Forge a link between you and power-rich planar locations, referred to as planar touchstones (see Planar Touchstones, page 153).

Prerequisite: Portable object of at least 250 gp value native to any designated planar touchstone site, Knowledge (the planes) 8 ranks.

Illus. by S. Roller

Benefit: Choose any site designated as a planar touchstone for which you also possess an object native to that location, as noted in this feat's prerequisite. When this feat is first taken, forging a link between yourself and a chosen planar touchstone takes 24 hours of uninterrupted concentration. To forge a link, you must spend 10 experience points and expend the object described in this feat's prerequisite.

Once the link is forged, you gain the base ability described for that touchstone. If you physically visit the planar location once you've forged a link, you also gain a higher-order ability with a limited number of uses, as described for that planar touchstone. You may repeatedly visit the planar touchstone, each time recharging your usages of the higher-order ability. Usages of a higher-order ability do not stack, so visiting your planar touchstone prior to using up any of your higher-order usages confers no additional benefit.

Once you've established a link with one planar touchstone site by taking this feat, you may also freely visit other planar touchstones. When you do so and fulfill the higher-order ability's recharge condition for the alternate site, you immediately gain the base ability of the new planar touchstone site and lose the base ability of the previous site. You also lose any remaining uses of the higher-order ability of your previously selected site (if any), and instead gain the specified number of higher-order ability uses appropriate to the new site.

In this way, you can "unplug" from one site and "plug in" to a new planar touchstone site as often as you desire. Thus, after expending the raw materials and experience points for making your first connection, making subsequent connections with different sites is as easy as fulfilling the higher-order recharge condition.

Special: You can take this feat more than once. Each time, you gain the base ability to retain one more planar touchstone location in addition to your previous ability. You also gain the capacity to retain uses of one more planar touchstone's higher-order ability. Thus, you could retain the base abilities for both the Breaching Obelisk and Echolost (planar touchstone locations described in Chapter 7), as well as both sites' higher-order uses, simultaneously. If you then visit a third planar touchstone and fulfill its recharge condition, unless you have taken this feat three times, you must choose which of your two previous touchstone site abilities to lose when you gain the abilities of the third touchstone site.

Shadow Heritage [Heritage]

You are descended from creatures native to the Plane of Shadow. You share some of your ancestors' natural stealth, but only in areas of dim or no illumination.

Benefits: You gain a +3 bonus on Hide and Move Silently checks when in an area of darkness or shadowy illumination.

Stalwart Planar Ally [General]

The allies you summon from a specific plane are tougher than normal.

Prerequisites: Cha 13, Spellcraft 5 ranks, Planar Touchstone.

Benefit: When you use a spell or spell-like ability to summon a creature native to a plane that has a planar touchstone site to which you have forged a link (see the Planar Touchstone feat), you imbue the creature with exceptional resilience. The creature gains a +4 bonus to its Armor Class and on saving throws for the duration of the summoning effect.

Furthermore, the duration of the summoning effect that brought the creature is doubled. (Effects with a duration of concentration, instantaneous, or permanent are not affected.)

For example, a cleric who has used his Planar Touchstone feat to forge a link between himself and Empyrea Mere (a touchstone located on the Seven Mounting Heavens of Celestia) grants these bonuses to any creature he summons from Celestia, such as a hound archon.

Special: If a creature's indicated environment doesn't specify a particular home plane, but rather a group of related planes (such as "any good-aligned plane"), you may choose to summon a creature of that kind that is native to your chosen plane and thus apply the feat's effect normally. However, no component of the alignment of the creature to be summoned may be opposed to any alignment traits of your chosen plane for the feat to work.

For instance, the cleric in the example above could apply the feat's effect to a summoned celestial black bear (lawful good) or a celestial bison (neutral good), since celestial creatures have an environment of "any good-aligned plane." He couldn't apply it to a summoned celestial lion (chaotic good), since the lion's alignment has at least one component (chaotic) that is opposed to the alignment traits of the Seven Mounting Heavens of Celestia (lawful).

Water Heritage [Heritage]

You are descended from creatures native to the Elemental Plane of Water. You share some of your ancestors' natural aquatic talents.

Benefits: You gain a swim speed of 20 feet, or your existing swim speed increases by 20 feet.

Also, you gain a +4 bonus on Constitution checks made to hold your breath.

Special: A creature with a swim speed also gains a +8 racial bonus on Swim checks made to perform some special action or avoid a hazard, and can take 10 on a Swim check even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

Illus. by D. Roach

When your eyes are opened to the vistas of other-planar strangeness, deities on their own turf, and mind-bending philosophies, it's hard to remain the same as you were before. It's a lot to absorb. Many of those who live beyond the Material Plane feel they have a wider view of the way things actually work. To this end, various organizations, groups, and factions exist that teach ways of coping with the mind-boggling immensity of the multiverse. Some of these factions are fairly stratified and embedded in the politics of planar metropolises where they are based. Others are more wide-ranging but loose.

Some groups are so enamored of their own particular philosophies that they teach their members special kinds of prestigious abilities. These philosophical teachings and abilities can take a character in an entirely different direction from that which she originally followed.

Of course, only a fraction of those who join philosophical plane-inspired factions take a prestige class associated with that group. Moreover, it is possible that a given faction could offer more than a single prestige class.

THE ATHAR

The "gods" are liars, every single one of them—liars and frauds. They aren't deities. They're mortals—extremely powerful mortals, to be sure, but nothing more. They are given to petty emotions, they require sustenance in the form of prayers and the belief of their followers, and, when denied that, they die. Think about it: If the deities really are the source of all creation, why is it that many clerics can cast divine magic without devoting themselves to any deity? There may indeed be an omnipotent entity (or collection of entities) responsible for making and tending reality, but if so, that power must be completely incomprehensible to the minds of mere mortals. Members of the organization known as the Athar refer to this theoretical true god as "the Great Unknown."

The Athar are sometimes called "defiers" or "the lost" because their beliefs bring them into direct philosophical (and occasionally physical) conflict with just about every religion ever established in the multiverse. They try to convince worshipers of various deities that they are being duped by a cosmic confidence scam. The Athar rarely take their accusations to the "gods" themselves. After all, even if they are only mortals playing at divinity, they are extraordinarily *powerful* mortals playing at divinity, and it is unwise to incur their wrath unnecessarily.

The Athar spend a great deal of their time on the Astral Plane. They have established a many-windowed observatory from which visitors can view the bodies of dead and dying "gods." This sight fills faction members with righteous glee, since they consider it to be absolute, irrefutable proof that their tenets are correct.

LORE OF THE ATHAR

Crystal Cask of the Great Unknown: The Athar tell a tale among themselves concerning the Crystal Cask of the Great Unknown. According to the Athar, this potent artifact predates the deities as they are currently understood. The Cask is said to contain the essence of divinity—the power that, once shattered, allowed for the sudden multiplicity of pretender deities. The reason the Cask was shattered is something all Athar (who believe in this tale) would dearly love to learn. Some among the Athar believe that if all the shards of the Crystal Cask can be gathered together, the "loose divine energy" that currently powers deities great and small will be contained anew. The pretender gods would be extinguished, and the Great Unknown would finally be revealed as the true architect of all that exists.

Seeds of Rebellion: A sect made up of once-loyal Athar has broken away from the main organization. These rebellious Athar are led by one of their number known only as the Lecturer. This figure issued a proclamation prior to the breakaway, which can be summarized as: "The Enemy knows all, sees all, penetrates all minds, and skews all policies. The Great Unknown is just one more scale. Let it fall away, and embrace the true knowledge of reality."

The rebellious Athar live in secret, hunted by loyal Athar, though few ever find them; the rebels are too schooled in accepted Athar lore to be tripped up by philosophical tests. These seeds of rebellion that exist within the Athar organization are the subject of cautionary tales told by Athar elites to newcomers to the fold, related to illustrate the dangers of moving too far from the central doctrine. What do the rebellious Athar truly believe? It is a question that plagues the mind of some.

PRESTIGE CLASS: DEFIANT

Even among the zealous Athar, a special few are regarded with awe and respect for their dedication to the cause. These individuals, called defiants, once worshiped divine beings for power but turned from the path. They now take the teaching of the Athar to heart in a way that grants them tremendous powers against those who claim to wield divine might.

Clerics who are not affiliated with a particular deity make good defiants, as do druids, monks, rangers, and other individuals who live their lives in passionate dedication to a set of beliefs. Paladins and clerics who lose faith in their patron deities may become defiants, particularly if they have come to question the validity of their former benefactor's claim to the title of "god."

As NPCs, defiants work to shake the populace's belief in the gods. They take any opportunity to prove that the deities that most people worship are actually only mortals with access to incredible powers. They disrupt religious ceremonies, engage in activities that draw divinity into question, and harangue well-known servants of the gods.

Hit Die: d8.

Requirements

To qualify to become a defiant, a character must fulfill all the following criteria.

Base Will Save Bonus: +5.

Skills: Knowledge (the planes) 4 ranks, Knowledge (religion) 8 ranks.

Special: Defiants cannot worship any deity or have one as a patron. Any character who has any connection to a god, demigod, or other divine entity must renounce that connection before taking a level in this prestige class.

A paladin or cleric of a specific god cannot become a defiant until the character renounces all belief and faith in the deity, becoming an ex-cleric or ex-paladin and losing all spells and class features except for armor and shield proficiencies and proficiency with simple weapons. This restriction does not affect clerics who worship a cause or a nonpersonified source of divine magic.

Class Skills

The defiant's class skills (and the key ability for each skill) are Concentration (Con), Craft (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (the planes) (Int), Knowledge (religion) (Int), Listen (Wis), Profession (Wis), and Spellcraft (Int).

Skill Points at Each Level: 2 + Int modifier.

Table 3–1: The Defiant

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+2	Spell resistance
2nd	+1	+3	+0	+3	Divine resistance
3rd	+2	+3	+1	+3	Divine damage immunity
4th	+3	+4	+1	+4	Divine cancellation
5th	+3	+4	+1	+4	Aligned strike
6th	+4	+5	+2	+5	Divine prevention
7th	+5	+5	+2	+5	Nondetection
8th	+6	+6	+2	+6	Divine retribution
9th	+6	+6	+3	+6	Divine interference
10th	+7	+7	+3	+7	Divine disavowal

Class Features

All of the following are class features of the defiant prestige class.

Weapon and Armor Proficiency: Defiants gain no proficiency with any weapon or armor.

Spell Resistance (Su): A defiant gains spell resistance equal to 15 + class level against all divine mind-affecting

spells. He cannot voluntarily lower this spell resistance. This benefit does not stack with other sources of spell resistance. When a defiant is the target of a divine mind-affecting spell, he uses his highest spell resistance value.

Divine Resistance (Su): At 2nd level and higher, a defiant adds his Charisma modifier (if positive) to his saving throws against divine spells.

Divine Damage Immunity (Su): At 3rd level, a defiant gains immunity to damage from divine power, such as that dealt by a *flame strike* spell.

Divine Cancellation (Ex): At 4th level, a defiant learns how to counterspell divine spells without casting a spell. The defiant must ready an action to counterspell (as normal), but need not identify the spell with Spellcraft. Treat this ability as if the defiant were using *dispel magic* to counter the spell, at a caster level of 5 + the defiant's class level. A defiant can use this ability a number of times per day equal to 1 + his Charisma bonus (minimum 1).

Aligned Strike (Su): A defiant of 5th level or higher can, with a touch, align a weapon or natural weapon so that it is treated as of a specific alignment for the purpose of overcoming damage reduction. The defiant can choose any alignment (chaotic, evil, good, or lawful), even if that alignment opposes his own. He may not use this ability on any weapon that already has an alignment. He can use this ability once per day at 5th level and twice per day at 10th level. Each use lasts for a number of minutes equal to his class level.

Divine Prevention (Su): Once per day, a defiant of 6th level or higher can use a standard action to bestow temporary spell resistance (15 + class level) upon a single target. The spell resistance affects only the next divine spell targeted at the subject, even a beneficial spell such as *bless* or *cure light wounds*. If the target has not used the spell resistance within 24 hours, it fades.

If the target is unwilling, the defiant must make a successful touch attack as a standard action. If the attack succeeds, the target must attempt a Will saving throw (DC 10 + defiant's class level + defiant's Cha modifier). If the saving throw fails, the spell resistance takes effect.

Nondetection (Su): At 7th level, a defiant gains the continuous benefit of a *nondetection* spell as though cast by a sorcerer of a level equal to the defiant's class level. The DC of any attempt to break through the effect is equal to 15 + the defiant's class level.

A defiant can choose to suppress this ability. Suppressing or reestablishing it is a free action.

Divine Retribution (Su): At 8th level, a defiant expands the versatility of his divine cancellation ability. If he successfully counters a divine spell, the defiant may cause the spell to rebound at the original caster instead of causing it to fail. This ability can be used only against divine spells that target the defiant, not spells that affect an area or those that target another creature.

Divine Interference (Su): At 9th level, a defiant's connection to the Great Unknown becomes so strong that he generates a field that interferes with all divine spellcasting. Any spellcaster within 30 feet of the defiant must succeed on a Concentration check (DC 15 + defiant's class level + spell level) in order to successfully cast a divine spell. If the check fails, the spell fails and is lost. A defiant cannot choose to suppress this ability.

Divine Disavowal (Su): At 10th level, a defiant's spell resistance extends to cover all divine spells. He cannot voluntarily lower this spell resistance. This benefit does not stack with other sources of spell resistance. When a defiant is the target of a divine spell, he uses his highest spell resistance value.

Fallen Clerics

Clerics who have turned away from their deities make the best defiants. They have heard the lies, and even believed them for a time, which makes them extremely effective at speaking out against their previous beliefs. A cleric who worshiped a specific deity (as opposed to an alignment, cause, or philosophy) before taking a level in the defiant prestige class can immediately exchange up to nine of his cleric class levels in exchange for an equal number of defiant levels. For example, a 7th-level cleric/1st-level fighter who takes a level of defiant can exchange all his cleric levels for defiant levels, becoming a 1st-level fighter/8th-level defiant. His skill ranks remain the same (even though his class skill list changes), and future skill points gained are spent using only the character's current class skill lists. This is likely a profitable trade for an ex-cleric, since he has given up his cleric class features in order to qualify for the defiant class.

In addition, the character gains extra benefits based on the number of cleric levels traded in. These benefits are cumulative.

One or More Levels: The defiant can heal his own wounds as a supernatural ability. Each day, he can heal a number of points of damage equal to his defiant class level × his Cha modifier, and he can spread this healing out among several uses.

Three or More Levels: The defiant can imbue himself with enhanced strength, health, insight, or force of personality three times per day as a supernatural ability. He gains a +4 enhancement bonus to Strength, Constitution, Wisdom, or Charisma for a number of minutes equal to his defiant class level.

Five or More Levels: Once per day, the defiant can grant himself the supernatural ability to speak and understand the language of any intelligent creature. This ability lasts for 1 hour and otherwise functions like the *tongues* spell.

Seven or More Levels: The defiant can use *dismissal* as a spell-like ability twice per day.

Nine or More Levels: The defiant can use *plane shift* as a spell-like ability three times per day.

Ex-Defiants

Being a defiant means believing in and practicing a strict policy of nonworship. A true defiant will never do any of the following:

- Use the name of any deity as part of an oath or curse. (The Athar do sometimes use the term "Great Unknown" in this manner.)
- Use a holy symbol or holy water for any purpose. (This includes symbols of any deity or water of any alignment.)
- Read or quote from any holy books.
- Be the willing subject of a spell cast by a cleric, paladin, or other divine spellcaster who claims to draw her power from any specific deity.

Performing these actions, or other similar activities, causes the defiant to lose all special abilities granted by this prestige class. He cannot thereafter gain levels as a defiant until he atones (see the *atonement* spell description, page 201 of the *Player's Handbook*, bearing in mind that the *atonement* must be cast by an active Athar in the name of the Great Unknown).

Aton Hollysprig

Illus. by D. Crabapple

Aton Hollysprig the Defiant

Originally, Aton Hollysprig was a human cleric. From an early age, he felt an affinity for spiritual practice, but no matter how many temples at which he prayed for guidance, none of the gods ever spoke to him. He spent a good many years devoting himself to living a pure life, praying that whatever deity beckoned to him would speak up and ease his path. His life changed the day he met an Athar warrior and heard him describe the charade that organized religions have perpetrated on mortals for eons. Aton has fought in the name of the Great Unknown—and opposed the spread of all deific religious sects—ever since.

Aton Hollysprig: Male human cleric 7/defiant 4; CR 11; Medium humanoid; HD 7d8+14 plus 4d8+8; hp 71; Init –1; Spd 20 ft.; AC 22, touch 10, flat-footed 22; Base Atk +8; Grp +9; Atk +11 melee (1d8+2, *+1 morningstar*) or +8 ranged (1d10/19–20, *+1 heavy crossbow*); Full Atk +11/+6 melee (1d8+2, *+1 morningstar*) or +8 ranged (1d10+1/19–20, *+1 heavy crossbow*); SA turn undead 8/day (+3, 2d6+8, 7th); SQ divine cancellation, divine damage immunity, divine resistance, spell resistance 19; AL NG; SV Fort +11, Ref +4, Will +12; Str 13, Dex 8, Con 14, Int 10, Wis 17, Cha 12.

Skills and Feats: Concentration +16, Knowledge (the planes) +14, Knowledge (religion) +14; Brew Potion, Extra Turning, Lightning Reflexes, Weapon Focus (morningstar).

Divine Cancellation (Ex): Aton knows how to counterspell divine spells without casting a spell. He must ready an action to counterspell (as normal), but need not identify the spell with a Spellcraft check. Treat this as if Aton were using *dispel magic* to counter the spell, caster level 9th. Aton can use this ability twice per day.

Divine Damage Immunity (Su): Aton has immunity to damage from divine power.

Divine Resistance (Su): Aton adds +1 to his saves against divine spells.

Cleric Spells Prepared (6/6/5/5/3): 0—*detect magic* (2), *guidance* (2), *light*, *resistance*; 1st—*bane* (DC 14), *bless* (2), *sanctuary* (DC 14), *shield other*; 2nd—*aid*, *bull's strength*, *cure moderate wounds*, *sound burst* (DC 15); 3rd—*dispel magic* (2), *magic circle against evil*, *protection from energy* (2); 4th—*death ward*, *dimensional anchor*, *spell immunity*.

Possessions: +1 full plate, *+1 heavy steel shield*, *ring of protection +1*, *periapt of Wisdom +2*, *+1 morningstar*, *+1 heavy crossbow*, 4,000 gp.

THE DOOMGUARD

Members of the Doomguard believe that the multiverse is slowly falling apart, and they delight in its inevitable destruction. They are often nicknamed "sinkers." The ultimate leaders are the doomlords, who gain great powers of entropy and destruction.

The Doomguard boasts four large citadels on the Inner Planes, with a 10th-level doomlord residing in each one. Doomguard visitors receive hospitality, but non-Doomguard interlopers find themselves unwelcome.

Table 3–2: The Doomlord

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+1	+2	+0	+0	Entropic blow 1/day, healing resistance	—
2nd	+2	+3	+0	+0	Bonus feat, destructive expertise	+1 level of existing class
3rd	+3	+3	+1	+1	Negative adaptation	—
4th	+4	+4	+1	+1	Body or soul (Con +1 or Cha +1)	+1 level of existing class
5th	+5	+4	+1	+1	Entropic blow 2/day	—
6th	+6	+5	+2	+2	Bonus feat	+1 level of existing class
7th	+7	+5	+2	+2	*Unmaking magic*	—
8th	+8	+6	+2	+2	Body or soul (Con +1 or Cha +1)	+1 level of existing class
9th	+9	+6	+3	+3	*Disintegrate*	—
10th	+10	+7	+3	+3	Bonus feat, entropic blow (3/day)	+1 level of existing class

In a particularly earthy and dusty part of the Elemental Plane of Air, one finds Citadel Alluvius, a mighty tower that long ago fell on its side. The original ceilings and floors are now the walls, and the curving walls now serve as concave floors and convex ceilings. The stone staircases are useless, running sideways through the tower.

On the Elemental Plane of Fire, the Crumbling Citadel slowly turns into ruin.

The Citadel Sealt is a large, echoing vault excavated in a section of the Elemental Plane of Earth composed of crystallized salt.

Surrounded on all sides by the nothingness of the Negative Energy Plane, the Citadel Exhalus drifts through the void.

Lore of the Doomguard

Song of Dissolution: A singular sound can sometimes be heard here and there, if briefly, among the many planes. When a mirror shatters, the note might be discerned. When a wall collapses, the ringing of the tone is somewhat stronger. When a city burns, the notes form a chord. And when a continent sinks beneath the waves, the song of dissolution plays out loud and strong—for those with the ears trained to hear.

This mythical melody is something all Doomguard are eager to hear. Some theorize that should the tones ever be correctly recorded and formulated, a faction member with that song ringing in her body would have unparalleled power—his every utterance a curse, his every sword-stroke a killing blow, and his very presence, anathema.

Citadel Amulets: It is well known that the Doomguard long ago acquired potent magic items collectively known as the Citadel Amulets. There are four types: the *Amulet of Citadel Sealt*, the *Charm of Citadel Exhalus*, the *Talisman of Citadel Alluvius*, and the *Amulet of the Crumbling Citadel*. Each of these relics is said to grant the possessor instant passage from anywhere in the multiverse to the doorstep of the specified citadel, along with perfect protection against any adverse conditions that might exist on that citadel's plane. The Citadel Amulets are long missing, but all Doomguard would dearly love to find and possess these relics of the organization.

Prestige Class: Doomlord

The walls of existence are tumbling down. Though the chinks and cracks may not be obvious to all, knowledge of their continual collapse is the impetus to the doomlord's worldview. Nothing can prevent this collapse—so why not join in, and exult in the eventual end of all?

A doomlord's life holds the greatest appeal for fighters and barbarians who enjoy smashing and destroying. Some rogues, rangers, and clerics, especially those devoted to deities with the Destruction or Death domains, join the ranks of the faction.

NPC doomlords include soldiers, blackguards, anarchists, and just about anyone who kills people or breaks objects. They make excellent villains or interesting allies because they can be of any alignment. They act with a focus on entropy, not evil.

Hit Die: d12.

Requirements

To qualify to become a doomlord, a character must fulfill all the following criteria.

Base Attack Bonus: +7.

Feats: Improved Sunder, Weapon Focus (any sword).

Special: Must sunder a weapon, scatter 500 gp into a crowd, and destroy a building. These acts must be witnessed or verified by a member of the Doomguard.

Class Skills

The doomlord's class skills (and the key ability for each skill) are Climb (Str), Concentration (Con), Disable Device (Int), Jump (Str), Knowledge (architecture and engineering) (Int), Listen (Wis), Spellcraft (Int), Spot (Wis), Survival (Wis), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the doomlord prestige class.

Weapon and Armor Proficiency: Doomlords gain proficiency with all martial weapons.

Spells per Day/Spells Known: At each even-numbered doomlord level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in

a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (such as improved undead turning, metamagic or item creation feats, or the like). If the character had more than one spellcasting class before becoming a doomlord, the player must decide to which class to add each doomlord level for determining spells per day, spells known, and caster level.

Entropic Blow (Su): As a vessel of entropy, a doomlord can channel destructive energy, dealing extra damage with a melee attack. He adds his Charisma bonus to his attack roll and deals an extra 2 points of damage per doomlord level. The entropic blow is especially good at unraveling that which binds nonliving matter together. It automatically ignores hardness, as well as any damage reduction possessed by constructs or undead (regardless of the source of the damage reduction).

The neraph doomlord Cado throws an annulat

Illus. by V. Rams

A doomlord may use his entropic blow once per day at 1st level, twice per day at 5th level, and three times per day at 10th level, but no more than once per round. Use of the entropic blow must be declared before the attack is made. If the attack misses, the blow is wasted.

Healing Resistance (Ex): As proof of his dedication to entropy, a doomlord becomes resistant to healing magic. Conjuration (healing) spells and effects used on a doomlord heal only half the normal amount of damage.

Bonus Feat: At 2nd, 6th, and 10th level, a doomlord gains a bonus feat. These bonus feats must be drawn from the following list: Cleave, Diehard, Endurance, Great Cleave, Improved Critical, and Toughness. The doomlord must still meet all prerequisites for the bonus feat.

Destructive Expertise (Ex): As agents of destruction, 2nd-level doomlords learn to promote entropy by the most efficient means. The doomlord may add half his class level as a bonus on Disable Device and Knowledge (architecture and engineering) checks when attempting to take apart or disable traps and other objects.

Negative Adaptation (Ex): At 3rd level and higher, a doomlord does not lose hit points or need to make Fortitude saves due to being in a negative-dominant environment.

Body or Soul (Ex): As he gains power, a doomlord learns either to strengthen his body against the forces of decay or to empower his soul to better arm himself for battle. At 4th level and again at 8th level, a doomlord can increase either his Constitution score or his Charisma score by 1. He need not choose the same ability score each time.

Unmaking Magic (Sp): At 7th level, a doomlord gains the ability to use *dispel magic* three times per day. His caster level is equal to his class level. The doomlord may add his Charisma bonus (if any) to his dispel checks, and he gains an additional +5 bonus when attempting to dispel a *permanency* spell.

Disintegrate (Sp): Once per day as a full-round action, a doomlord of 9th level or higher can use *disintegrate* as a sorcerer of a level equal to the doomlord's character level. The save DC is 16 + his Cha modifier.

Cado the Neraph Doomlord

Cado scoffs at those who feel that being a ranger is all about loving nature. To him, the path of a ranger centers on hating and hating well.

In his youth, a chaos beast killed his father, implanting seeds of hatred toward chaotic outsiders. As he grew up and learned more about the multiverse, Cado observed that little endures: everyone dies, and all works fall into ruin.

While sharing his philosophies over a tankard of ale in a large metropolis, Cado was overheard by a plane-traveling sinker. The Doomguard was impressed by Cado's rant against the multiverse and offered him the challenges required to become a doomlord.

Cado: Male neraph ranger 7/doomlord 5; CR 12; Medium outsider (native); HD 7d8+14 plus 5d12+10; hp 87; Init +1; Speed 30 ft.; AC 18, touch 13, flat-footed 17; Base Atk +12; Grp +17; Atk +19 melee (1d6+5/17–20, *+1 short sword*) or +13 ranged (1d6+5/17–20, annulat); Full Atk +17/+12 melee (1d6+6/17–20, *+1 short sword*) and +16/+11 melee (1d6+6/17–20, *+1 short sword*) or +13/+8 ranged (1d6+5/17–20, annulat); SA entropic blow, neraph camouflage; SQ animal companion (hawk; link, share spells), body or soul, combat style (two-weapon combat), darkvision 60 ft., destructive expertise, favored enemy chaotic outsiders +4, favored enemy evil outsiders +2, healing resistance, improved combat style (two-weapon combat), leap, link with companion, share

spells, wild empathy +4 (+0 magical beasts), woodland stride; AL CN; SV Fort +9, Ref +6, Will +5; Str 20, Dex 12, Con 14, Int 10, Wis 16, Cha 10.

Skills and Feats: Climb +15, Disable Device +18, Handle Animal +13, Hide +11, Jump +15, Knowledge (architecture and engineering) +2, Listen +13, Move Silently +11, Spot +13; Alertness, Improved Critical (annulat), Improved Critical (short sword)[B], Improved Sunder, Improved Two-Weapon Fighting[B], Track[B], Two-Weapon Fighting[B], Weapon Focus (annulat), Weapon Focus (short sword).

Entropic Blow (*Su*): Twice per day, Cado can deal an extra 10 points of damage with a melee attack. The attack automatically ignores hardness, as well as any damage reduction possessed by constructs or undead (regardless of the source of the damage reduction). Use of an entropic blow must be declared before the attack is made. If the attack misses, the blow is wasted for that day.

Neraph Camouflage (*Ex*): When charging an opponent or when using a thrown weapon, Cado can make one neraph camouflage attack per enemy per encounter (once a foe sees the attack in action, the foe can discern it for what it is for the duration of that combat). Creatures who are subject to a neraph charge or who are targeted by a weapon thrown by a neraph may not apply their Dexterity bonus to their Armor Class. All conditions that pertain when a foe cannot apply his Dexterity bonus to Armor Class also pertain to the neraph's attack (for instance, a sneak attack could also be made with this attack, if the neraph can make such an attack).

Animal Companion (*Ex*): Cado has a hawk named Wing as an animal companion. This creature is a loyal companion that accompanies the ranger on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Wing, Hawk Animal Companion: CR —; Tiny animal; HD 3d8; hp 12; Init +7; Spd 10 ft., fly 60 ft. (average); AC 20, touch 16, flat-footed 16; Base Atk +2; Grp –8; Atk +8 melee (1d4–2, talons); Full Atk +8 melee (1d4–2, talons); Space/Reach 2-1/2 ft./0 ft.; SA —; SQ bonus tricks, evasion, low-light vision; AL N; SV Fort +3, Ref +7, Will +3; Str 7, Dex 18, Con 10, Int 2, Wis 14, Cha 6.

Skills and Feats: Listen +4, Spot +18; Alertness, Improved Initiative, Weapon Finesse[B].

Bonus Tricks: Wing is capable of learning two tricks in addition to any that Cado might choose to teach it (see the Handle Animal skill, page 74 of the *Player's Handbook*). These bonus tricks don't require any training time or Handle Animal checks, and they don't count against the normal limit of tricks known by the creature. Cado has selected guard and fetch as bonus tricks and often uses Wing to retrieve his annulats.

Evasion (*Ex*): If Wing is exposed to any effect that normally allows it to attempt a Reflex saving throw for half damage, it takes no damage with a successful saving throw.

Body or Soul (*Ex*): Cado has strengthened his body, adding +1 to his Constitution score.

Destructive Expertise (*Ex*): Cado has a +2 insight bonus on Disable Device and Knowledge (architecture and engineering) checks when attempting to take apart or disable traps and other objects.

Favored Enemy (*Ex*): Cado gains the indicated bonus on Bluff, Listen, Sense Motive, Spot, and Survival checks when using these skills against this type of creature. He gets the same bonus on weapon damage rolls against creatures of this type.

Healing Resistance (*Ex*): Cado is resistant to healing magic. Conjuration (healing) spells and effects used on him heal only half the normal amount of damage.

Leap (*Ex*): Cado has a +5 racial bonus on Jump checks.

Link (*Ex*): Cado can handle Wing as a free action. He also gains a +4 bonus on wild empathy checks and Handle Animal checks involving his hawk.

Negative Adaptation (*Ex*): Cado does not lose hit points or need to make Fortitude saves due to being in a negative-dominant environment.

Share Spells (*Ex*): Cado may have any spell he casts on himself also affect Wing if the latter is within 5 feet at the time. He may also cast a spell with a target of "You" on Wing.

Woodland Stride (*Ex*): Cado can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at his normal speed and without taking damage or suffering any other impairment. However, thorns, briars, and overgrown areas that are enchanted or magically manipulated to impede motion still affect him.

Ranger Spells Prepared (2): 1st—*longstrider, resist energy.*

Possessions: +1 mithral shirt, 2 +1 short swords, gauntlets of ogre power +2, periapt of Wisdom +2, cloak of Charisma +2, pearl of power (1st), *bag of tricks* (rust), *potion of fly, potion of blur, potion of cure light wounds,* 10 annulats, 20 gp.

THE FATED

The multiverse belongs to those who can hold it. Everyone makes his own fate; you're a victim only if you allow it. A person is meant to succeed only if he pursues success with never-ending vigor. According to "takers" (as members of the Fated are called), anyone can be great, but greatness is not guaranteed. Hard work must come first, and follow after.

Takers belong to the Fated faction, which advocates, among other things, survival of the fittest. Some interpret the takers' philosophy as "If you can take it and keep it, you were meant to have it," but others see that as a simplistic view. Takers believe that success is not just the accumulation of physical comforts and conquering enemies by force. More than that, success is partly determined by the respect of others. With respect, simple happiness is a measure of

success. For some, this road is reached by kindness without weakness, compassion without cowardice; for others with a more heartless outlook, happiness is gained only by depriving others of it.

The Fated have their headquarters, the Heartless Hall, on the first layer of Ysgard. This fortress is a single great citadel of stone and timber, rising like a mountain from the midst of a great forest. Some members also call it "Rowan's Hall" in honor of a former leader of the faction.

LORE OF THE FATED

Acquisitive Heir: Every seven generations, a person is born into the multiverse who embodies all the ideals of the Fated (so goes the faction's doctrine, at least). This person, called the Acquisitive Heir, is not immediately known as such. Only when the heir makes himself or herself known by actions of special significance (which follow the Fated credo) does the possibility arise that such a person is the heir. Certainly, the heir does not know of his or her "title," and as is often the case, is surprised when representatives of the faction approach with offers of membership—and tests. Often, the tests reveal that the person in question is only a pale reflection of the hoped-for heir. But even then, the failed prospect is asked to join the Fated, since his or her actions and philosophy are apparently well matched, even if not heir-quality.

Luckmaker's Glyph: Painted on a wall in a giant-guarded cave on Muspelheim, the second layer of the plane of Ysgard, is a powerful glyph known as the Luckmaker's Glyph. It is said that those who win through the many trials required to view this glyph are ever after afforded a bit more luck than the average mortal. Whether this assertion is true or not, a glance at the glyph is a sure way to become a member of the clique within the Fated who have fought their way through the mountains known as the Serpent Spine, fought or circumvented fire giants, and finally gazed upon the glyph itself, gladdened that their bold actions have granted them entry into this special level of Fated membership.

PRESTIGE CLASS: FATEMAKER

Life is what you make of it. Your life can be grand, exciting, filled with glory, and long remembered once past—if you choose to make your own fate. Those who hope luck and happenstance will propel them into a magnificent fortune or endow them with lasting fame are rarely satisfied. Each morning as they rise, ready to face a new day, fatemakers repeat to themselves the following credo: "There are two paths to take; one is easy, and that is its only reward."

Player characters in general are attracted to the fatemaker philosophy, since making your own fate is a primary motivation for adventuring. Fighters and barbarians tend to play the bully, while the other classes may take a more subtle approach.

NPC fatemakers can be found at the heads of successful ventures or scrambling to reach the head. Others find success in maintaining collections, doing deeds of good (or bad), or as important functionaries in government.

Hit Die: d6.

Requirements

To qualify to become a fatemaker, a character must fulfill all the following criteria.

Base Attack Bonus: +4.

Skills: Bluff, Diplomacy, or Intimidate 8 ranks; 5 ranks each in the other two skills.

Feats: Skill Focus (Bluff), Skill Focus (Diplomacy), or Skill Focus (Intimidate).

Alignment: Any nonlawful.

Class Skills

The fatemaker's class skills (and the key ability for each skill) are Appraise (Int), Balance (Dex), Bluff (Cha), Climb (Str), Concentration (Con), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Disguise (Cha), Escape Artist (Dex), Forgery (Int), Gather Information (Cha), Hide (Dex), Jump (Str), Knowledge (all skills, taken individually) (Int), Listen (Wis), Move Silently (Dex), Perform (Cha), Profession (Wis), Search (Int), Sense Motive (Wis), Sleight of Hand (Dex), Speak Language (n/a), Spellcraft (Int), Spot (Wis), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

Skill Points at Each Additional Level: 6 + Int modifier.

Class Features

All of the following are class features of the fatemaker.

Weapon and Armor Proficiency: Fatemakers are proficient with all simple weapons, plus the longsword, rapier, sap, short sword, shortbow, and whip. Fatemakers are proficient with light armor and shields (except tower shields).

Because the somatic components required for fatemaker spells are relatively simple, a fatemaker can cast fatemaker spells while wearing light armor without incurring the normal arcane spell failure chance. However, like any other arcane spellcaster, a fatemaker wearing medium or heavy armor or using a shield incurs a chance of arcane spell failure if the spell in question has a somatic component (as most do). A fatemaker still incurs the normal arcane spell failure chance for arcane spells received from other classes.

Spells: Beginning at 1st level, a fatemaker gains the ability to cast a number of arcane spells. To cast a spell, a fatemaker must have a Charisma score of at least 10 + the spell's level, so a fatemaker with a Charisma of 10 or lower cannot cast these spells. Fatemaker bonus spells are based on Charisma, and saving throws against these spells have a DC of 10 + spell level + the fatemaker's Cha modifier. When Table 3–3 indicates that a fatemaker gets 0 spells per day of

Table 3–3: The Fatemaker

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	—Spells per Day— 1st	2nd	3rd	4th
1st	+0	+0	+2	+2	Take-charge appeal	0	–	–	–
2nd	+1	+0	+3	+3	Confidence of the Fated 1/day	1	–	–	–
3rd	+2	+1	+3	+3	Sneak attack +1d6	2	0	–	–
4th	+3	+1	+4	+4	Aura of confidence (+1)	3	1	–	–
5th	+3	+1	+4	+4	Take-charge appeal	3	2	0	–
6th	+4	+2	+5	+5	Sneak attack +2d6	3	3	1	–
7th	+5	+2	+5	+5	Confidence of the Fated 2/day	3	3	2	0
8th	+6	+2	+6	+6	Aura of confidence (+2)	3	3	3	1
9th	+6	+3	+6	+6	Sneak attack +3d6	3	3	3	2
10th	+7	+3	+7	+7	Ego manifestation, take-charge appeal	3	3	3	3

a given spell level (for instance, 1st-level spells for a 1st-level fatemaker), she gains only the bonus spells she would be entitled to based on her Charisma score for that spell level. The fatemaker's spell list appears below. A fatemaker casts spells just as a sorcerer does.

Upon reaching 6th level, and at every even-numbered level after that (8th and 10th), a fatemaker can choose to learn a new spell in place of one she already knows. The new spell's level must be the same as that of the spell being exchanged, and it must be at least two levels lower than the highest-level fatemaker spell the character can cast. A fatemaker can swap only a single spell at any given level, and must choose whether or not to swap the spell at the same time that she gains new spells known for that level.

Fatemaker Spells Known

Level	1st	2nd	3rd	4th
1st	2[1]	—	—	—
2nd	3	—	—	—
3rd	3	2[1]	—	—
4th	4	3	—	—
5th	4	3	2[1]	—
6th	4	4	3	—
7th	4	4	3	2[1]
8th	4	4	4	3
9th	4	4	4	3
10th	4	4	4	4

1 Provided the fatemaker has a high enough Charisma score to have a bonus spell of this level.

Take-Charge Appeal (Ex): A fatemaker is a naturally confident leader. She adds 1 point to her Charisma score at 1st, 5th, and 10th level.

Confidence of the Fated (Su): Once per day, a fatemaker of 2nd level or higher can add her class level as a morale bonus on any single attack roll, weapon damage roll, saving throw, or skill check.

At 7th level and higher, she can do this twice per day, but only once in any given round.

Sneak Attack (Ex): Beginning at 3rd level, a fatemaker deals an extra 1d6 points of damage on any successful melee attack against a flat-footed or flanked target, or against a target that has been denied its Dexterity bonus for any reason. This damage also applies to ranged attacks against targets up to 30 feet away. Creatures with concealment, creatures without discernible anatomies, and creatures immune to extra damage from critical hits are all immune to sneak attacks. A fatemaker can choose to deliver nonlethal damage with her sneak attack, but only when using a weapon designed for that purpose, such as a sap (blackjack).

At 6th level, the extra damage dealt by a fatemaker's sneak attack increases to 2d6 points, and at 9th level it increases to 3d6 points.

Aura of Confidence (Su): A fatemaker's confidence tends to rub off on her allies. Beginning at 4th level, a fatemaker grants a +1 morale bonus on attack rolls, saves, and skill checks to all adjacent allies (but not to herself). This ability functions only while the fatemaker is conscious.

At 8th level, the bonus increases to +2.

Ego Manifestation (Sp): At 10th level, a fatemaker's internal confidence and ego can be made physically manifest, increasing her size and power. This effect is the equivalent of the *righteous might* spell (caster level equals class level), except that the fatemaker doesn't gain damage reduction, but instead gains a +4 bonus on Intimidate checks. She can use this ability once per day.

Fatemaker Spell List

Fatemakers choose their spells from the following list.

1st Level: *charm person, disguise self, expeditious retreat, jump, sanctuary, true strike.*

2nd Level: *bear's endurance, bull's strength, cat's grace, darkvision, daze monster, eagle's splendor, fox's cunning, invisibility, owl's wisdom, resist energy, spider climb.*

3rd Level: *haste, protection from energy, nondetection, suggestion, tongues.*

4th Level: *charm monster, neutralize poison, remove curse, restoration, stoneskin.*

Andrea Lethyr the Fatemaker

Following her natural acquisitiveness, the halfling rogue Andrea Lethyr lucked upon a cache of Fated philosophy. In no time, she had skipped the humdrum Material Plane to seek the Fated faction. Since then, Andrea has become one of the most noted fatemakers to take the special Fated training. One day, she hopes to get it all.

Andrea Lethyr: Female halfling rogue 6/fatemaker 3; CR 9; Small humanoid; HD 6d6+12 +3 plus 3d6+6; hp 55; Init +8; Spd 30 ft.; AC 19, touch 15, flat-footed 19; Base Atk +6; Grp +2; Atk +8 ranged (1d4/19–20, masterwork dagger) or +13 ranged (1d4/19–20, masterwork dagger); Full Atk +8/+3 melee (1d4/19–20, masterwork dagger); or +14/+9 ranged (1d4/×3, +2 *shortbow*); or +13/+8 ranged (1d4/19–20, masterwork dagger); SA sneak attack +4d6, spells; SQ evasion, trapfinding, trap sense +1, uncanny dodge, take-charge appeal; AL N; SV Fort +5, Ref +12, Will +5 (+7 against fear); Str 10, Dex 18, Con 14, Int 14, Wis 10, Cha 12.

Skills and Feats: Appraise +10, Balance +6, Bluff +9, Diplomacy +9, Disable Device +13, Hide +23, Intimidate +9, Jump +2, Knowledge (the planes) +7, Listen +11, Move Silently +15, Open Lock +15, Search +10, Spot +3, Tumble +11, Use Magic Device +6; Improved Initiative, Neraph Throw, Toughness.

Aura of Confidence (Su): Andrea grants a +1 morale bonus on attack rolls, saves, and skill checks to all adjacent allies. This ability functions only while she is conscious.

Confidence of the Fated (Su): Once per day, Andrea can add a +3 morale bonus on any single attack roll, weapon damage roll, saving throw, or skill check.

Evasion (Ex): If Andrea is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw.

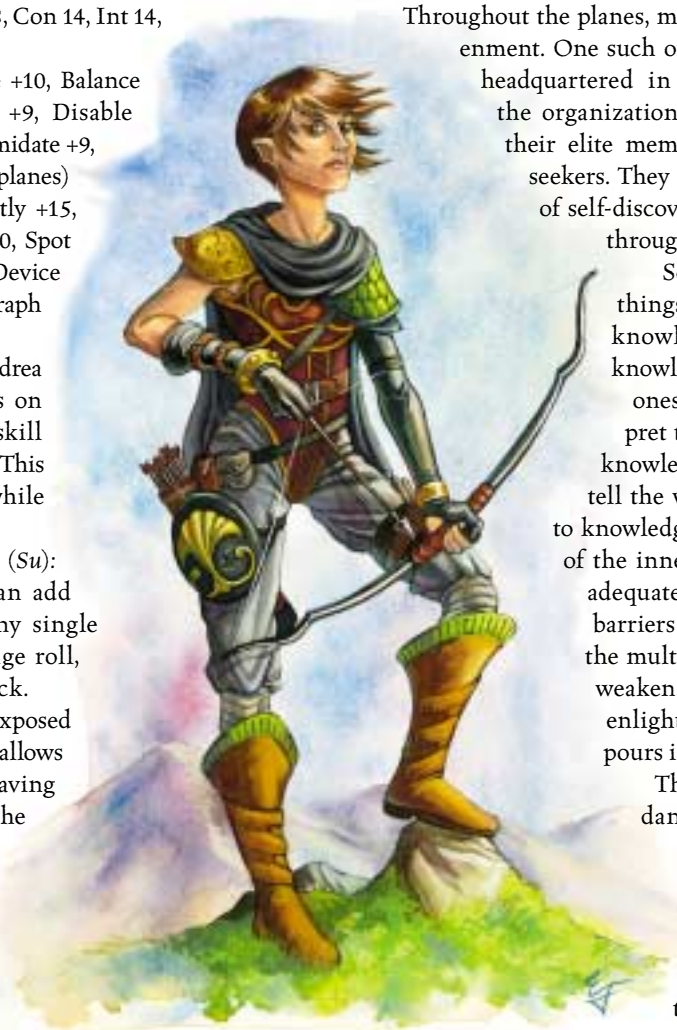
Take-Charge Appeal: Andrea gained 1 point of Charisma as a 1st-level fatemaker.

Trapfinding (Ex): Andrea can find, disarm, or bypass traps with a DC of 20 or higher. She can use the Search skill to find, and the Disable Device skill to disarm, a magic trap (DC 25 + the level of the spell used to create it). If her Disable Device result exceeds the trap's DC by 10 or more, she discovers how to bypass the trap without triggering or disarming it.

Uncanny Dodge (Ex): Andrea retains her Dexterity bonus to Armor Class even when flat-footed or targeted by an unseen foe (she still loses her Dexterity bonus if paralyzed or otherwise immobile).

Fatemaker Spells Known (3/1): 1st—*charm person* (DC 12), *disguise self, expeditious retreat, true strike;* 2nd—*bear's endurance, cat's grace, invisibility.*

Possessions: +1 leather armor, 2 masterwork daggers, *+2 shortbow,* 10 normal arrows, 5 cold iron arrows, 5 silvered arrows, *cloak of resistance +1, 6 potions of cure light wounds,* 2 *potions of neutralize poison,* masterwork thieves' tools.



Illus. by E. Fiegenschuh

Andrea Lethyr

THE MIND'S EYE

Throughout the planes, many groups search for enlightenment. One such organization is the Mind's Eye, headquartered in the Outlands. Members of the organization call themselves seekers, and their elite members are known as visionary seekers. They focus on the ultimate journey of self-discovery by seeking out challenges throughout the cosmos.

Seekers believe, among other things, that one must discover true knowledge, but to discover true knowledge, one must first truly know oneself. Though some might interpret the seeker's philosophy as "All knowledge lies within," that doesn't tell the whole story. The seeker's path to knowledge only begins with discovery of the inner self. Once the inner self is adequately charted and understood, barriers to accepting knowledge that the multiverse provides every day will weaken and collapse. For the truly enlightened, it is said that knowledge pours in like water from a burst dam.

The seekers prefer the Concordant Domain of the Outlands because it sits at the center of the Outer Planes and provides easy access to the rest of the multiverse. They maintain a base in each of the portal towns.

LORE OF THE MIND'S EYE

Orb of Omniconsciousness: Like so many organizations, the Mind's Eye has its favored legends and anecdotes important to the philosophy of its organization. Thus, any seeker soon hears mention of the Orb of Omniconsciousness. Said to be the eye plucked from a deity long dead, the Orb is purported to grant a clear, unsullied view of reality to any that gaze into or through its crystalline focus. According to the lore, though, only those who have already gained a measure of self-knowledge should ever attempt this task. Those of lesser mental mettle risk blasting their minds with knowledge too pure and uncensored to assimi-

late. Currently, the Orb of Omniconsciousness is rumored to lie in the possession of an individual who has trained the power of his mind to such an extent that he has unleashed psionic power.

PRESTIGE CLASS: VISIONARY SEEKER

Everyone's potential is like an infinite, mist-shrouded plain—empty at first, but pregnant with possibility. All beings have within them the possibility for building knowledge upon that plain, or for piercing the mists that obscure it to find what treasures of mind and spirit reside there. A visionary seeker knows how to navigate the mental plain stretching out ahead, finding landfall and truly discovering what it means to know.

Anyone imbued with a strong sense of self and a questing spirit may become a visionary seeker. However, spellcasters give up much of their spell progression. Having some spellcasting ability enhances the visionary seeker's path of enlightenment, creating a few more bright sparks. Multiclassed wizards, especially diviners, find the life of a visionary seeker attractive. Sorcerers with their innate spellcasting powers often hearken to the self-centered focus of the group that detractors sometimes call "the Mind's I." Occasionally, a multiclassed cleric or druid will choose to quest for personal fulfillment and become a member of the prestige class.

Occasional NPC visionary seekers can be found anywhere in the multiverse. Usually, they strive to the utmost to pursue personal goals, often without much concern for others.

Hit Die: d6.

Requirements

To qualify to become a visionary seeker, a character must fulfill all the following criteria.

Skills: Knowledge (any single skill) 8 ranks or Survival 8 ranks.

Special: Must be inducted by a member of the Mind's Eye.

Class Skills

The visionary seeker's class skills (and the key ability for each skill) are Concentration (Con), Craft (any) (Int), Knowledge (all skills, taken individually) (Int), Profession (any) (Wis), Sense Motive (Wis), Spellcraft (Int), Spot (Wis), and Survival (Wis).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the visionary seeker prestige class.

Weapon and Armor Proficiency: Visionary seekers gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each odd-numbered visionary seeker level, the character gains new spells per day (and spells known, if applicable) as if he had also gained a level in a spellcasting class to which he belonged before adding the prestige class. He does not, however, gain any other benefit a character of that class would have gained (improved undead turning, metamagic or item creation feats, or the like). If the character had more than one spellcasting class before becoming a visionary seeker, the player must decide to which class to add each visionary seeker level for determining spells per day, spells known, and overall caster level.

Divination Expertise (Ex): A visionary seeker may add his class level to his caster level when casting divination spells. This bonus stacks with the bonus gained for additional spellcasting levels at every odd-numbered class level. For example, a 10th-level wizard/4th-level visionary seeker would cast divinations as a 16th-level caster (10 for wizard levels, 4 for visionary seeker levels, and 2 for the added spellcasting levels gained from visionary seeker class levels).

Spell Mimic (Sp): Once per day, a visionary seeker of 2nd level or higher can mimic any spell (arcane or divine) of a level no greater than his class level. He must have seen the spell cast within the previous 24 hours, and he must supply any material components or focus that the spell requires. The spell's casting time is as normal for the spell. The visionary seeker cannot apply metamagic effects to the spell, even if the original spell included such effects. Treat his caster level for the spell as equal to his highest caster level in any class.

At 6th level, a visionary seeker can use this ability twice per day, and at 10th level, he can use it three times per day.

Table 3–4: The Visionary Seeker

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+2	+0	Divination expertise	+1 level of existing spellcasting class
2nd	+1	+0	+3	+0	*Spell mimic* 1/day	—
3rd	+2	+1	+3	+1	Intuition (+2)	+1 level of existing spellcasting class
4th	+3	+1	+4	+1	Bend fate	—
5th	+3	+1	+4	+1	—	+1 level of existing spellcasting class
6th	+4	+2	+5	+2	*Spell mimic* 2/day	—
7th	+5	+2	+5	+2	Intuition (+4)	+1 level of existing spellcasting class
8th	+6	+2	+6	+2	Trick fate	—
9th	+6	+3	+6	+3	—	+1 level of existing spellcasting class
10th	+7	+3	+7	+3	*Moment of prescience* 1/day, *spell mimic* 3/day	—

Intuition (Ex): A 3rd-level visionary seeker gains a +2 insight bonus on initiative checks and Will saves against illusions. These bonuses increase to +4 at 7th level.

Bend Fate (Su): At 4th level, a visionary seeker gains the ability to manipulate fate in his favor. Once per day, he can add 1d6 to any d20 roll he makes. He must declare the use of this ability before rolling the d20.

Trick Fate (Su): Once per day, a visionary seeker of 8th level can reroll one roll that he has just made before the DM declares whether the roll results in success or failure. He must take the result of the reroll, even if it's worse than the original roll.

Moment of Prescience (Sp): Once per day, a 10th-level visionary seeker can use *moment of prescience* as a spell-like ability. Treat his caster level as equal to his highest caster level in any class.

Sebastian the Visionary Seeker

Sebastian always knew he was destined for greatness. As a youth, his sorcerous powers began to manifest, and he felt assured of his path to power. As the years passed, he grew in skill and ability, yet he always felt a nebulous longing to know his place in the multiverse. His pursuit of arcane spellcasting power began to grow stale beside the fresh challenges he encountered. When Sebastian met his first visionary seeker, he knew that he would become one, too. Whatever splendid fate he heads toward remains uncertain, but he's confident he's making progress.

Illus. by V. Rams

Sebastian strides confidently toward his goal

Sebastian: Male human sorcerer 5/visionary seeker 2; CR 7; Medium humanoid; HD 5d4+5 plus 2d6+2; hp 28; Init +6; Speed 30 ft.; AC 17, touch 17, flat-footed 15 (with *mage armor*); Base Atk +3; Grp +4; Atk +5 melee (1d8+2, +1 *morningstar*) or +6 ranged (1d8, masterwork crossbow); Full Atk +5 melee (1d8+2, +1 *morningstar*) or +6 ranged (1d8, masterwork crossbow); SA *spell mimic*, spells; SQ divination expertise, summon familiar*; AL N; SV Fort +3, Ref +7, Will +4; Str 12, Dex 14, Con 13, Int 10, Wis 8, Cha 16.

* Sebastian currently does not have a familiar. He does not want to go to the trouble of taking care of one.

Skills and Feats: Bluff +11, Knowledge (arcana) +10, Knowledge (the planes) +10, Spellcraft +8; Improved Initiative, Silent Spell, Spell Penetration, Still Spell.

Spell Mimic (Sp): Once per day, Sebastian can mimic any spell (arcane or divine) of 2nd level or lower. He must have seen the spell cast within the previous 24 hours, and he must supply any material components or focus that the spell requires. The spell's casting time is as normal for the spell. Sebastian cannot apply metamagic effects to the spell, even if the original spell included such effects. Treat him as a 6th-level caster.

Divination Expertise (Ex): Sebastian casts divination spells as an 8th-level caster.

Sorcerer Spells Known (6/7/7/5): 0—*acid splash, arcane mark, detect magic*, light, read magic*, resistance, touch of fatigue* (DC 13); 1st—*mage armor, magic missile, shield, shocking grasp, true strike**; 2nd—*invisibility, Melf's acid arrow, see invisibility**; 3rd—*clairaudience/clairvoyance*, fireball* (DC 16).

* Divination spell.

Possessions: +1 morningstar, masterwork crossbow, *ring of protection +1, cloak of resistance +1, pearl of power* (1st), *potion of cure moderate wounds*, 57 gp.

THE SOCIETY OF SENSATION

The multiverse offers a multitude of different sensations to be experienced and savored. The Society of Sensation is based on Arborea. In Sigil, it runs the Civic Festhall and has a large membership base in the planar city. Many folk dabble as novice members of the Society of Sensation and see it merely as an excuse to wine, dine, and romance. Their selective attitude limits both their desire to advance in the Society and their ability to do so. True sensates seek out different experiences—many pleasurable, many not—on a quest of personal fulfillment.

Table 3–5: The Ardent Dilettante

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special	Spells per Day/Spells Known
1st	+0	+0	+2	+0	Heightened senses, lore	—
2nd	+1	+0	+3	+0	*Enthrall*	+1 level of existing spellcasting class
3rd	+1	+1	+3	+1	*Joie de vivre*	+1 level of existing spellcasting class
4th	+2	+1	+4	+1	Bonus feat, *sense link*	+1 level of existing spellcasting class
5th	+2	+1	+4	+1	Scent	+1 level of existing spellcasting class
6th	+3	+2	+5	+2	Seen it before	+1 level of existing spellcasting class
7th	+3	+2	+5	+2	Bonus feat	+1 level of existing spellcasting class
8th	+4	+2	+6	+2	See it again	+1 level of existing spellcasting class
9th	+4	+3	+6	+3	Blindsense 10 ft.	+1 level of existing spellcasting class
10th	+5	+3	+7	+3	Bonus feat, death holds no mysteries	+1 level of existing spellcasting class

Sensation for the sake of itself is not a philosophy that many can understand. But to those of this organization, it is a doctrine suited to life itself. After all, life is a brief flicker for many, and the droll comment "What will it matter in a hundred years?" is all too true for most creatures. Thus, life is a short-lived gift. Failing to explore this gift in all its dimensions is like spurning the gift, setting it aside on a shelf where other objects of little interest accumulate. And how else can life be experienced, but through the senses? This is the secret the sensates know: To feel is to live, and to live is to feel.

Sensates operate festhalls and sensoriums (lavish rooms designed to allow visitors to sample diverse experiences) in all the planar metropolises. Their two largest and most impressive sites are the Civic Festhall in Sigil and the festhall in the Gilded Hall on Arborea.

Lore of the Sensates

Sense Escalation Tank: Rich sensates can sometimes afford to visit (or better yet, install in their homes) special body-encapsulating devices known as sense escalation tanks. A minute in one of these magically assisted capsules is like a day of real life, and a day spent inside a tank is like a lifetime! The price is steep, even for a minute, but to a sensate, every moment is worth it.

Prestige Class: Ardent Dilettante

The breeze that caresses the face brings with it a cooling balm and scent traces that trigger memories of old. The flavor of the fruit plucked from the tree is tart but sweet, and the sticky juice explodes in the mouth with a texture just as important as taste. The voices of the choir are rough but earnest, and they speak of experiences hidden in the melody that only a sensate can separate from the mix and appreciate.

Anyone can become an ardent dilettante. All it takes is a diversity of interests and a moderate level of ability in one skill. Bards and rogues are the most common among the members, but characters of all classes can find the calling of the ardent dilettante to their liking. However, advancing beyond 3rd level in the prestige class requires a larger suite of skills, abilities, and experiences and offers commensurately greater rewards. Only multiclass characters can achieve the highest levels of membership.

NPC ardent dilettantes can be found in any walk of life. Those who merely dabble in the class often focus on hedonistic pleasure. More devoted ardent dilettantes tend to travel widely and enjoy exploring or finding new challenges. They make ideal cohorts, allies, or employers of planar adventurers. NPC ardent dilettantes can make equally viable villains, for a quest for new sensations can lead down a very cruel and dark path.

Hit Die: d8.

Requirements

The ardent dilettante prestige class has increasingly more difficult requirements as a character advances in level.

To qualify to become a 1st-level ardent dilettante, a character must fulfill all the following criteria.

Skills: Any skill 8 ranks, any other five skills 1 rank in each.

Special: Must recount five experiences, one for each of the different senses, at a festhall or sensorium run by the Society of Sensation.

To qualify to become a 4th-level ardent dilettante, a character must fulfill all the following criteria.

Skills: Perform (any single skill) 8 ranks, any other skill 5 ranks, any other five skills 1 rank in each.

Special: Proficiency with at least two martial weapons.

Spells: Ability to cast 1st-level arcane or divine spells.

To qualify to become a 7th-level ardent dilettante, a character must fulfill all the following criteria.

Skills: Perform (any single skill) 8 ranks, any Strength-based skill 5 ranks, any Dexterity-based skill 5 ranks, any other three skills 1 rank in each.

Special: Proficiency with at least four martial weapons and one exotic weapon.

Spells: Ability to cast 1st-level arcane spells and 1st-level divine spells.

Special: The character must have visited three different planes.

To qualify to become a 10th-level ardent dilettante, a character must fulfill all the following criteria.

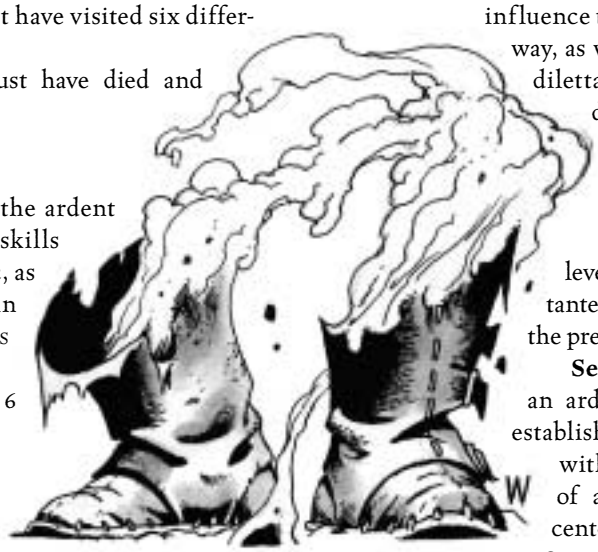
Skills: Perform (any single skill) 8 ranks, any Strength-based skill 5 ranks, any Dexterity-based skill 5 ranks, any Constitution-based skill 5 ranks, any Intelligence- or Wisdom-based skill 5 ranks.

Special: Proficiency with at least four martial weapons and one exotic weapon.

Spells: Ability to cast 1st-level arcane spells and 1st-level divine spells.

Special: The character must have visited six different planes.

Special: The character must have died and returned to life or unlife.



Illus. by W. Reynolds

Class Skills

All skills are class skills for the ardent dilettante. This includes all skills listed in the *Player's Handbook*, as well as all skills described in other Dungeons & Dragons supplements.

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the ardent dilettante prestige class.

Weapon and Armor Proficiency: Ardent dilettantes gain no proficiency with any weapon or armor.

Spells per Day/Spells Known: At each ardent dilettante level after 1st, the character gains new spells per day (and spells known, if applicable) as if she had also gained a level in a spellcasting class to which she belonged before adding the prestige class. She does not, however, gain any other benefit a character of that class would have gained (improved undead turning, metamagic or item creation feats, or the like). If the character had more than one spellcasting class before becoming an ardent dilettante, the player must decide to which class to add each ardent dilettante level for determining spells per day, spells known, and overall caster level.

Heightened Senses (Su): An ardent dilettante gains a competence bonus on Listen, Search, Sense Motive, and Spot checks equal to 1 + one-half her class level.

Lore: An ardent dilettante hears many intriguing rumors and learns odd facts while traveling. She may make a special lore check (1d20 + her ardent dilettante level + her Int modifier) to see whether she knows some relevant information about a notable person, place, or thing. This ability is otherwise identical to the bardic knowledge ability (see page 28 of the *Player's Handbook*). If an ardent dilettante has a similar ability from another class (such as bard or loremaster), her ardent dilettante levels stack with those class levels for determining the success of the lore check.

Enthrall (Sp): Starting at 2nd level, an ardent dilettante can recount one of her many adventures or experiences, capturing the attention of an audience as with an *enthrall* spell. An ardent dilettante can use this ability once per day for every two class levels she has. Caster level equals character level; save DC 12 + Cha modifier.

Joie de Vivre (Sp): An ardent dilettante of 3rd level or higher takes such obvious pleasure in life that she can influence those around her to feel the same way, as with a *good hope* spell. An ardent dilettante can use this ability once per day for every three class levels she has. Caster level equals character level; save DC 12 + Cha modifier.

Bonus Feat: At 4th level, 7th level, and 10th level, an ardent dilettante gains a bonus feat. She must meet the prerequisites for the feat she selects.

Sense Link (Sp): At 4th level, an ardent dilettante becomes able to establish a link with another creature within 30 feet, gaining the benefit of a *clairaudience/clairvoyance* spell centered on that creature's position. Once the link is established, distance is not a factor (though it works only on the plane you and the target currently occupy). Caster level equals ardent dilettante level; save DC 13 + Cha modifier.

Scent (Ex): At 5th level, an ardent dilettante's sense of smell becomes so acute that she gains the scent special quality (see page 314 of the *Monster Manual*).

Seen It Before (Su): Beginning at 6th level, an ardent dilettante can make a Will save to identify an illusion by perceiving it with any of her senses, even if the illusion provides sensory input for that sense. The DM should make this save in secret, to avoid alerting players that the character is witnessing an illusion. If the save fails, the ardent dilettante doesn't get another one until she interacts with the illusion.

See It Again (Su): Once per day, when targeted by or in the area of a spell effect, an ardent dilettante of 8th level or higher can use her next action (if it is made within 1 round of the casting) to duplicate the casting of the spell, with all aspects identical. For instance, an ardent dilettante subjected to a *dominate person* spell cast by a 12th-level sorcerer can use an identical *dominate person* effect in the next round. The duplicated effect has the same save DC, range, and duration as if the original caster had cast it. The ardent dilettante automatically knows all relevant information about the spell in question (its name, effect, save DC, and so on).

Blindsense (Ex): At 9th level, an ardent dilettante's senses become so attuned to her surroundings that she gains blindsense out to 10 feet.

Death Holds No Mysteries (Su): When a 10th-level ardent dilettante is brought back from the dead by such magic as *raise dead* and *resurrection*, the ardent dilettante does not lose a level.

Felice the Ardent Dilettante

Felice joined the Society of Sensation on a whim. A bard of some skill, she recounted several of her adventures and gained membership. The life of a sensate enthralled her. She enjoyed seeking out new experiences so much that she recently studied as a druid in order to gain the divine spellcasting ability required to advance in the society as a true ardent dilettante.

Felice: Female human bard 5/druid 1/ardent dilettante 7; CR 13; Medium humanoid; HD 5d6+5 plus 1d8+1 plus 7d8+7; hp 70; Init +1; Speed 30 ft.; AC 18, touch 14, flat-footed 15; Base Atk +6; Grp +5; Atk +6 melee (1d8–1, *+1 longsword*) or +10 ranged (1d6–1, *+1 shortbow*); Full Atk +6/+1 melee (1d8–1, *+1 longsword*) or +10/+5 ranged (1d6–1, *+1 shortbow*); Space/Reach 5 ft./5 ft.; SA spells; SQ animal companion (viper; link, share spells), bardic knowledge 12, bardic music 5/day (countersong, *fascinate*, inspire competence, inspire courage +1), *enthrall*, *joie de vivre*, link with companion, nature sense, scent, seen it before, *sense link*, share spells, wild empathy +7 (magical beasts +3); AL CN; SV Fort +7, Ref +11, Will +9; Str 8, Dex 17, Con 14, Int 10, Wis 12, Cha 22.

Skills and Feats: Balance +5, Climb +1, Diplomacy +10, Disable Device +10, Escape Artist +11, Hide +7, Jump +1, Knowledge (arcana) +4, Knowledge (dungeoneering) +4, Knowledge (nature) +7, Knowledge (the planes) +4, Listen +15, Move Silently +7, Open Lock +8, Perform (comedy) +22, Perform (sing) +22, Search +4, Sense Motive +11, Spot +7, Survival +3, Swim +9, Tumble +17; Alertness, Athletic, Exotic Weapon Proficiency[B], Negotiator, Nimble Fingers, Still Spell.

Animal Companion (Ex): Felice has a viper named Bluescale as an animal companion. This creature is a loyal companion that accompanies her on adventures as appropriate for its kind. Its abilities and characteristics are summarized below.

Bluescale, Viper Animal Companion: CR —; Small animal; HD 1d8; hp 4; Init +7; Spd 20 ft., climb 20 ft., swim 20 ft.; AC 17, touch 14, flat-footed 14; Base Atk +0; Grp –6; Atk +4 melee (1d2–2 plus poison, bite); Full Atk +4 melee (1d2–2 plus poison, bite); Space/Reach 5 ft./5 ft.; SA poison; SQ bonus trick, low-light vision, scent; AL N; SV Fort +2, Ref +5, Will +1; Str 6, Dex 17, Con 11, Int 1, Wis 12, Cha 2.

Skills and Feats: Balance +11, Climb +11, Hide +11, Listen +7, Spot +7, Swim +6; Improved Initiative, Weapon Finesse[B].

Bonus Trick: Bluescale is capable of learning one trick in addition to any that Felice might choose to teach it (see the Handle Animal skill, page 74 of the *Player's Handbook*). This bonus trick doesn't require any training time or Handle Animal checks, and it doesn't count against the normal limit of tricks known by the creature. Felice has selected guard as the bonus trick.

Bardic Knowledge: Felice may make a special bardic knowledge check with a bonus of +12 to see whether she knows some relevant information about a notable person, place, or thing. See page 28 of the *Player's Handbook* for more information on bardic knowledge.

Bardic Music: Five times per day, Felice can use her song or poetics to produce magical effects on those around her (usually including herself, if desired). For more information on bardic music, see page 29 of the *Player's Handbook*. Her bardic music abilities are as follows.

Countersong (Su): Felice can counter magical effects that depend on sound by making a Perform check for each round of countersong.

Fascinate (Sp): Felice can cause up to two creatures that can see and hear her to become *fascinated* with her.

Inspire Competence (Su): An ally within 30 feet who can see and hear Felice gets a +2 competence bonus on skill checks.

Inspire Courage (Su): Felice and any allies who can hear her receive a +1 morale bonus on saves against charm and fear effects and a +1 morale bonus on attack and weapon damage rolls.

Felice climbing to experience a magnificent view

Illus. by S. Prescott

Enthrall (Sp): Three times per day, Felice can recount one of her many adventures or experiences, capturing the attention of an audience as with an *enthrall* spell. Caster level 13th; save DC 18.

Heightened Senses (Su): Felice gains a +4 competence bonus on Listen, Sense Motive, Spot, and Survival checks.

Joie de Vivre (Sp): Twice per day, Felice can influence those around her to feel the same way as with a *good hope* spell. Caster level 13th; save DC 18.

Link (Ex): Felice can handle Bluescale as a free action. She also gains a +4 bonus on wild empathy checks and Handle Animal checks involving her viper.

Nature Sense (Ex): Felice gains a +2 bonus on Knowledge (nature) and Survival checks.

Scent (Ex): Felice's sense of smell is so acute that she has the scent special quality (see page 314 of the *Monster Manual*).

Seen It Before (Su): Felice may make a Will save to identify an illusion by perceiving it with any of her senses, even if the illusion provides sensory input for that sense. The DM should make this save in secret, to avoid alerting players that Felice is witnessing an illusion. If the save fails, Felice doesn't get another one until she interacts with the illusion.

Sense Link (Sp): Felice can establish a link with another creature within 30 feet, gaining the benefits of a *clairaudience/clairvoyance* spell centered on that creature's position. Once the link is established, distance is not a factor (though it works only on the plane she and the target currently occupy). Caster level 7th; save DC 19.

Share Spells (Ex): Felice may have any spell she casts on herself also affect Bluescale if the latter is within 5 feet at the time. She may also cast a spell with a target of "You" on Bluescale.

Bard Spells Known (3/5/5/4/2): 0—*dancing lights, detect magic, ghost sound, light, lullaby, message*; 1st—*charm person* (DC 17), *disguise self, expeditious retreat, summon monster I*; 2nd—*blur, detect thoughts* (DC 18), *hold person* (DC 18), *mirror image*; 3rd—*confusion* (DC 19), *cure serious wounds, daylight, haste*; 4th—*break enchantment, dimension door, greater invisibility.*

Druid Spells Prepared (3/2): 0—*create water, cure minor wounds, read magic*; 1st—*obscuring mist, resist energy.*

Possessions: +1 longsword, +1 shortbow, +2 leather armor, ring of protection +1, cloak of Charisma +4, gloves of Dexterity +2, necklace of fireballs (Type 2), *dust of illusion*, *potion of barkskin +2*.

THE TRANSCENDENT ORDER

The multiverse is really one tremendous organic entity moving with some greater end that is beyond mortal minds to comprehend. Each one of us is an infinitesimal part of the whole, playing out some role whose ultimate purpose we could never guess. Since the multiverse would not work against its own interests, we all are born with perfect knowledge of what it is we are supposed to do. However, most people bury their instincts under fear, self-doubt, meaningless trivia that some call "education," and worst of all, ego.

The Transcendent Order believes that with proper training of mind and body, a person can become so in touch with the natural order (and her part in it) that correct action flows through her without any effort or thinking. Thinking adds hesitation, plants the seeds of doubt, and overrules instinct. Once the mind and body are in harmony, the spirit becomes in tune with the multiverse. Then a body knows just where and how she should be.

The Transcendent Order is strongest on Elysium, the plane of harmonious good. It maintains a monastery on Amoria, the topmost layer of that plane, where visitors are always welcome and individuals are encouraged to study, practice, or meditate on whatever interests them most.

Members of the Transcendent Order are often called ciphers, and the elite among them are known as cipher adepts.

LORE OF THE TRANSCENDENT ORDER

Mauvignon Fragments: The Mauvignon Codex is lost, destroyed by jealous pretenders. However, fragments of this archetypal tome remain, studied by the Transcendent Order. Through a combination of contemplation and study of fragments, ciphers come closer to attaining the zone—the place where actions flow without thought and time loses all meaning (and perhaps time itself becomes dissociated with consciousness). Those who study the fragments learn several tenets, collectively known as streams. As a cipher masters one stream, his or her consciousness expands, allowing greater instinctive action and a mind amenable to study of the next stream. Unfortunately, the fragments are far from complete, and many rumored streams of the original Codex remain permanently beyond study, unless time itself could be reversed and the Codex plucked from the past.

Pinnacle of Perfect Knowledge: This "site" is considered by most to be fictional rather than an actual physical location. Nonetheless, some ciphers are glad to express their belief in the Pinnacle, where perfect knowledge is attained. Others speak of the Pinnacle not as a physical location to which they can travel but as a metaphor for the "place" that all of the Transcendent Order seek. When a cipher appears to be acting with perfect knowledge, others will say that he or she has "climbed the Pinnacle."

PRESTIGE CLASS: CIPHER ADEPT

When one action follows the next seamlessly and smoothly, without hesitation and without anxiety, oneness with the multiverse is touched upon, however briefly. When eloquence

flows from the pen without effort, solutions to problems bubble up from untapped mental reservoirs without strain. When the blade or spell passes from one enemy to the next in perfect seamless integration, the cipher adept knows bliss—no, the cipher adept *is* bliss.

Barbarians, sorcerers, fighters, and rogues are most likely to choose this class. Their goal-oriented nature makes them open to the notion that there is a "best way" to perform a particular task and a "path of least resistance" for them to follow. Wizards, druids, bards, clerics, and paladins generally do not make good cipher adepts. They spend their lives acquiring knowledge, learning the "proper" way to perform certain acts, and believing that personal advancement comes from strictly following a particular code or system of behavior.

As NPCs, cipher adepts can be found everywhere, even in the most unlikely places. Their belief in the power of serendipity often leads them to wander into locations that most people would consider too dangerous or unprofitable.

Hit Die: d8.

Requirements

To qualify to become a cipher adept, a character must fulfill all the following criteria.

Alignment: Neutral.

Skills: Balance 5 ranks, Listen 10 ranks, Survival 5 ranks.

Feats: Agile, Dodge, Improved Initiative.

Class Skills

The cipher adept's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Concentration (Con), Disable Device (Int), Escape Artist (Dex), Handle Animal (Cha), Hide (Dex), Move Silently (Dex), Ride (Dex), Sense Motive (Wis), Spot (Wis), Survival (Wis), Swim (Str), Tumble (Dex), and Use Magic Device (Cha).

Skill Points at Each Level: 2 + Int modifier.

Table 3–6: The Cipher Adept

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Improved Unarmed Strike, strike the weak spot
2nd	+1	+0	+3	+0	Evasion
3rd	+2	+1	+3	+1	Combat instinct +1
4th	+3	+1	+4	+1	Bonus feat
5th	+3	+1	+4	+1	Combination strike
6th	+4	+2	+5	+2	Combat instinct +2
7th	+5	+2	+5	+2	Improved evasion
8th	+6	+2	+6	+2	Bonus feat
9th	+6	+3	+6	+3	Combat instinct +3
10th	+7	+3	+7	+3	Move without barriers

Class Features

All of the following are class features of the cipher adept prestige class.

Weapon and Armor Proficiency: Cipher adepts gain no proficiency with any weapon or armor.

Improved Unarmed Strike: A cipher adept instinctively knows how to use her body as a weapon. At 1st level, she gains Improved Unarmed Strike as a bonus feat.

Strike the Weak Spot (Ex): As a standard action, a cipher adept can attack an unattended object at what she perceives to be its weakest point. If she hits, she may attempt a Concentration check (DC 10 + object's hardness). If this check succeeds, she can ignore the object's hardness when calculating damage for this attack.

Evasion (Ex): At 2nd level, a cipher adept gains evasion. If exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw. The evasion ability can be used only if the cipher is wearing light armor or no armor.

Combat Instinct (Ex): At 3rd level, a cipher adept gains a +1 insight bonus to her Armor Class and on initiative checks. This bonus increases to +2 at 6th level and to +3 at 9th level.

Bonus Feat: At 4th level and 8th level, a cipher adept gets a bonus feat. Each bonus feat must be selected from the following list, and the cipher adept must meet all the prerequisites of the feat to select it:

Acrobatic, Alertness, Animal Affinity, Combat Reflexes, Deft Hands, Improved Critical, Improved Disarm, Improved Sunder, Lightning Reflexes, Mobility, Nimble Fingers, Precise Shot, Self-Sufficient, Spring Attack.

Combination Strike (Ex): At 5th level, a cipher adept's speed and reflexes in combat allow her to follow up a devastating attack with a secondary maneuver. If she confirms a critical hit on a melee attack, she may immediately attempt a disarm or sunder attempt against the same opponent as a free action. This disarm or sunder attempt provokes attacks of opportunity as normal unless the cipher adept has the appropriate feat.

Improved Evasion (Ex): At 7th level, a cipher adept gains improved evasion. This ability works like evasion, except that while the cipher adept still takes no damage on a successful Reflex saving throw against attacks such as a dragon's breath weapon or a *fireball*, she henceforth takes only half damage on a failed save. A helpless cipher adept (such as one who is unconscious or paralyzed) does not gain the benefit of improved evasion.

Move Without Barriers (Su): At 10th level, a cipher adept becomes able to step into the Ethereal Plane for short periods of time. The character can become ethereal for a number of rounds per day equal to 1 + her Wis modifier (minimum 1). These rounds need not be consecutive. This ability otherwise functions as the *ethereal jaunt* spell.

Tarhorn the Cipher Adept

Like many from her tribe, the life goal of the half-orc barbarian Tarhorn was to follow her nose, gut, and other

Tarhorn's always in the right place at the right time

Illus. by D. Roach

instinctual organs wherever they led her. Thanks to the ambitious group of adventurers she calls her friends, this eventually included several trips across the multiverse and back. At first, Tarhorn felt overwhelmed by the immensity of it all—she began to doubt that her simple instincts would be able to lead her through the vastness of the planes. But the cipher adept teachings gave her peace and a renewed faith not only in herself, but in the traditional ways of her people.

Tarhorn: Female half-orc barbarian 7/cipher adept 3; CR 10; Medium humanoid (orc); HD 7d12+28 plus 3d8+12; hp 97; Init +7; Spd 30 ft.; AC 21, touch 13, flat-footed 21; Base Atk +9; Grp +13; Atk +15 melee (1d12+10/×3, +2 *greataxe*) or +12 ranged (1d8+4/×3, +1 *composite longbow*); Full Atk +15/+10 melee (1d12+10/×3, +2 *greataxe*) or +12/+7 ranged (1d8+4/×3, +1 *composite longbow*); SA —; SQ combat instinct, darkvision 60 ft., evasion, half-orc traits, improved uncanny dodge, rage 2/day, strike the weak spot, trap sense +1, uncanny dodge; AL N; SV Fort +6, Ref +8, Will +3; Str 18, Dex 14, Con 14, Int 8, Wis 12, Cha 6.

Skills and Feats: Balance +9, Escape Artist +4, Listen +13, Survival +12; Agile, Dodge, Improved Initiative, Improved Unarmed Strike[B], Lightning Reflexes, Weapon Focus (greataxe).

Combat Instinct (Ex): Tarhorn has a +1 insight bonus to her Armor Class and on initiative checks.

Evasion (Ex): If Tarhorn is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw.

Half-Orc Traits: For all effects related to race, Tarhorn is considered an orc.

Improved Uncanny Dodge (Ex): Tarhorn cannot be flanked and can only be sneak attacked except by a rogue of at least 11th level.

Rage (Ex): Twice per day, Tarhorn can enter a state of fierce rage that lasts for 7 rounds. The following changes are in effect as long as she rages: hp 117; AC 19, touch 11, flat-footed 19; Grp +15; Atk +17 melee (1d12+13/×3, +2 *greataxe*); Full Atk +17/+12 melee (1d12+13/×3, +2 *greataxe*); SV Fort +8, Will +5; Str 22, Con 18. At the end of her rage, Tarhorn is fatigued for the duration of the encounter.

Strike the Weak Spot (Ex): As a standard action, Tarhorn can attack an unattended object at what she perceives to be its weakest point. If the attack succeeds, Tarhorn must attempt a Concentration check (DC 10 + object's hardness). If this check succeeds, she can ignore the object's hardness when calculating damage for this attack.

Uncanny Dodge (Ex): Tarhorn retains her Dexterity bonus to Armor Class even when flat-footed or targeted by an unseen foe (she still loses her Dexterity bonus if paralyzed or otherwise immobile).

Possessions: +2 breastplate, amulet of natural armor +1, +1 greataxe, +1 composite longbow (+4 Str bonus), 1,000 gp.

THE XAOSITECTS

The multiverse is chaos. Neither order nor pattern can be recognized. But chaos has a beauty and wonder all its own. By immersing oneself in anarchy, one learns to appreciate randomness. By studying the quandaries of nature, one learns that the sublime intricacies of disorder are the very foundations of existence.

That's all well and good, but it's not much fun. Xaositects (kay-OH-si-tekts) want to play with disorder and race along on the crest of chaotic energy that is the multiverse. Xaositects promote chaos in all its forms. Members of this faction interpret all physical phenomena as if they were engendered by a physical force: Chaos, with a capital C.

Limbo is thick with Xaositects. But they don't maintain a citadel, don't get much involved in local politics, and don't seem to work toward any particular end. Apparently, they come to the swirling plane simply to revel in the eternal newness of chaos.

The true masters of chaos among the Xaositects are the chaoticians. How does an organization without organization have elite members? It's really just a matter of advancing one's understanding and appreciation for pure chaos to

the next level. One problem: These aesthetes of anarchy didn't bother to name themselves. They simply called themselves Xaositects, just like any other member of the faction. Maybe they didn't care enough to come up with a new name, or maybe they just enjoyed the confusion caused by the situation. Somewhere along the way, though, someone started calling these elite characters chaoticians, and they liked the name enough to keep it. Sometimes, they even remember to use it.

LORE OF THE XAOSITECTS

Theory of the Strange: The Xaositects believe that underpinning all existence is a sea of chaos. Though the cosmos is too complex for chaos to be recognized with the naked eye, certain techniques and mindsets practiced by the Xaositects—mindsets that often cause others to dismiss them as insane—allow faction members to comprehend the world in all its complexity as a set of simplified abstractions, where similarity and attraction are the only rules of existence. By concentrating on these points of abstraction, a Xaositect can see underlying trends and sometimes even make predictions that others cannot hope to emulate. Moment by moment, a Xaositect seeks to live more fully according to the Theory of the Strange.

Blade of the Attractor: All groups have their relics, and among those revered by the Xaositects, the Blade of the Attractor is high on the list. The Blade of the Attractor is said to cut reality to the bone, revealing the hidden cycles that dictate each moment, and at the same time disrupting those cycles—that which the blade marks is never the same again. In most cases, this is accomplished easily enough by separating life from the living, but the blade also can serve a philosopher by disrupting the machinations of politicians, the flow direction of streams, and weather patterns across entire continents.

PRESTIGE CLASS: CHAOTICIAN

The multiverse is a wonder, and the only prediction one can make is that it is unpredictable. The amazing spontaneity of reality is the foundation upon which chaoticians act. Instead of being tiresome and translucent, the cosmos is marvelous and mysterious. Chaoticians seek to enjoy the beauty of the unpredictable, and by seeking to emulate the philosophy of chaos in their actions, they create a fabulous journey through life in which nothing is ever a bore.

Any character who finds inspiration in disorder is a potential candidate for this prestige class, though members of spellcasting classes are less likely to become chaoticians due to their loss of increased spellcasting ability.

Sometimes, NPC chaoticians are discovered lurking in the shadows of a city street, seemingly lost in a confused veil of their own imagination. In fact, they are gazing at the world in its undisguised state: as pure chaos.

Hit Die: d10.

Requirements

To qualify to become a chaotician, a character must fulfill all the following criteria.

Base Attack Bonus: +4.
Base Fort Save Bonus: +2.
Base Reflex Save Bonus: +2.
Base Will Save Bonus: +2.
Alignment: Any chaotic.

Class Skills

The chaotician's class skills (and the key ability for each skill) are Bluff (Cha), Craft (Int), Decipher Script (Int), Diplomacy (Cha), Forgery (Int), Gather Information (Cha), Intimidate (Cha), Knowledge (all skills, taken individually) (Int), Search (Int), Sense Motive (Wis), Spot (Wis), and Use Magic Device (Cha).

Skill Points at Each Level: 4 + Int modifier.

Class Features

All of the following are class features of the chaotician prestige class.

Weapon and Armor Proficiency: Chaoticians are proficient with all simple and martial weapons, with all types of armor, and with shields.

Chaotic Contagion (Su): A chaotician can attempt to infect a target with chaotic impulses that disrupt the target's ability to defend against the chaotician. If the chaotician makes a successful melee touch attack against the target, the target creature takes a –2 penalty to his Armor Class against attacks made by the chaotician, a –2 penalty on saves made to resist spells or abilities of the chaotician, and a –2 penalty on skill checks opposed by the chaotician. A successful Will save (DC 10 + chaotician's class level + chaotician's Cha modifier) negates the effect and gives the target immunity to similar attacks by that chaotician for 24 hours. This effect lasts for 1 hour per class level.

A chaotician can use this ability a number of times per day equal to his class level.

Scofflaw (Su): Divinations cast by lawful characters are difficult to perform on chaoticians. This ability functions much like a *nondetection* spell, except that it is useful for shielding a chaotician only against creatures of lawful alignment. Such creatures must succeed on a caster level check against a DC of 15 + the chaotician's class level + his Cha bonus (if any) to successfully employ a divination against a chaotician. This ability can be suppressed or resumed as a free action.

Anarchic Grace (Su): A 2nd-level chaotician accepts that randomness underlies all reality. Once per day, the chaotician can tap into this randomness to make his movements and posture unpredictable. This effect results in attackers having a 50% miss chance on all their attacks. Even *true seeing* and similar effects can't offset this ability. Activating the effect is a free action, and it lasts for a number of rounds

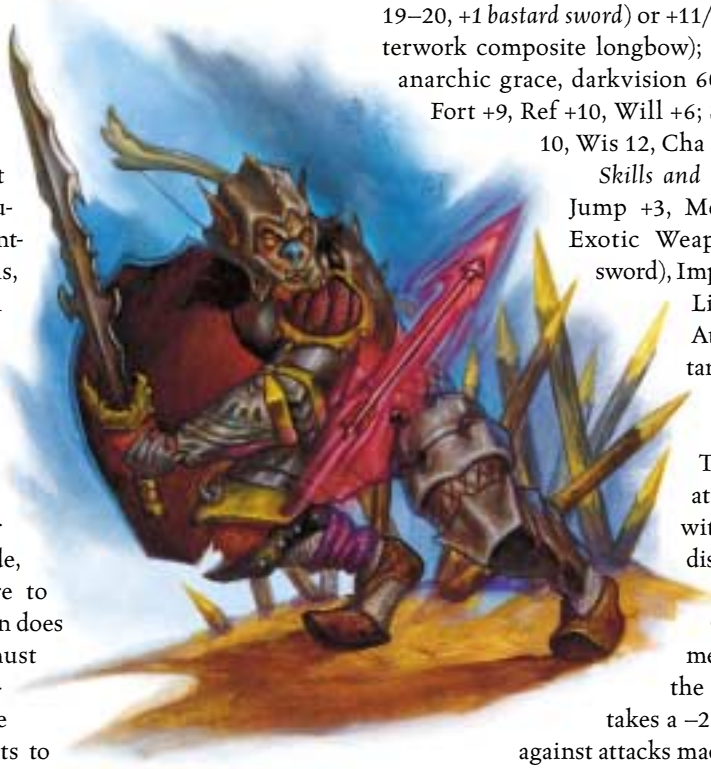
equal to the chaotician's class level. When it ends, the chaotician becomes fatigued for 1 minute.

At 4th level and higher, a chaotician can use this ability twice per day.

Babble (Su): Once per day, chaotician of 3rd level or higher can generate a 10-foot-radius emanation that causes all sounds in the area to turn into garbled, cacophonous, and unintelligible noise. Sounds that issue from, enter, or pass through the area are altered and made unrecognizable as a natural sound. Within this area, verbal communication is impossible. Even something as simple as a shout of surprise is turned into a warped and alien sound. Spells with verbal components cannot be cast. Scrolls and other magic items that require a verbal component to be activated do not function. Spells and items that rely on sound do not function. Sonic damage has no effect.

Clarity of Confusion (Su): Starting at 3rd level, a chaotician gains a +2 insight bonus on saves against illusion (pattern) spells, enchantment (compulsion) spells, and spells with the lawful descriptor.

Destiny's Arbiter (Su): A 5th-level chaotician is a friend of chaos and can summon it. Once per day as a free action, the character can either reroll one roll he just made, or force another creature to reroll a result the chaotician does not like. A chaotician must use this ability immediately after the result of the roll is known. If he wants to force another creature to reroll a result, the chaotician must be able to see the other creature, and it must be within 60 feet of the chaotician. Whether rerolling his own roll or forcing another to reroll, the results of the second roll stand.



Illus. by J. Pavelec

Grimble Urd dodges an attack with anarchic grace

Table 3–7: The Chaotician

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+1	+0	+2	+0	Chaotic contagion, scofflaw
2nd	+2	+0	+3	+0	Anarchic grace 1/day
3rd	+3	+1	+3	+1	Babble, clarity of confusion
4th	+4	+1	+4	+1	Anarchic grace 2/day
5th	+5	+1	+4	+1	Destiny's arbiter

Grimble Urd the Chaotician

Grimble was always a little brighter, a little more inquisitive, and far more erratic than his brethren. When he skipped the Material Plane for greener pastures on wider planes, the disorder of the multiverse was all he could see. The Xaositects had a convert even before Grimble realized he would discover the loose-knit group of the like-minded.

Grimble Urd: Male hobgoblin fighter 6/chaotician 2; CR 8; Medium humanoid (goblinoid); HD 6d10+18 plus 2d10+6; hp 70; Init +6; Spd 20 ft.; AC 22, touch 11, flat-footed 21; Base Atk +8; Grp +1; Atk +14 melee (1d10+6/19–20, *+1 bastard sword*) or +11 ranged (1d8+3/×3, masterwork composite longbow); Full Atk +14/+9 melee (1d10+6/19–20, *+1 bastard sword*) or +11/+6 ranged (1d8+3/×3, masterwork composite longbow); SA chaotic contagion; SQ anarchic grace, darkvision 60 ft., scofflaw; AL CN; SV Fort +9, Ref +10, Will +6; Str 17, Dex 15, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Bluff +3, Climb +3, Jump +3, Move Silently –1, Spot +5; Exotic Weapon Proficiency (bastard sword), Improved Initiative, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (bastard sword), Weapon Specialization (bastard sword).

Chaotic Contagion (Su): Twice per day, Grimble can attempt to infect a target with chaotic impulses that disrupt the target's ability to defend against him. If Grimble makes a successful melee touch attack against the target, the target creature takes a –2 penalty to its Armor Class against attacks made by Grimble, a –2 penalty on saves made to resist spells or abilities of the chaotician, and a –2 penalty on skill checks opposed by Grimble. A successful DC 11 Will save negates the effect and gives the target immunity to similar attacks by Grimble for 24 hours. This effect lasts for 2 hours.

Anarchic Grace (Su): Once per day as a free action, Grimblecan tap into the randomness that underlies reality to make his movements and posture unpredictable. This effect results in attackers having a 50% miss chance on all attacks. Even *true seeing* and similar effects can't offset this ability. The effect lasts for 2 rounds. When it ends, Grimble becomes fatigued for 1 minute.

Scofflaw (Su): This ability functions much like a *nondetection* spell, except that it is useful for shielding Grimble only against divination effects cast by creatures of lawful

alignment. Such creatures must succeed on a DC 17 caster level check to successfully employ a divination against Grimble. This ability can be suppressed or resumed as a free action.

Possessions: +1 full plate, heavy steel shield, *+1 bastard sword*, masterwork composite longbow (+3 Str bonus), 10 normal arrows, 10 cold iron arrows, 10 silvered arrows, *cloak of resistance +1, potion of bear's endurance, potion of cure moderate wounds.*

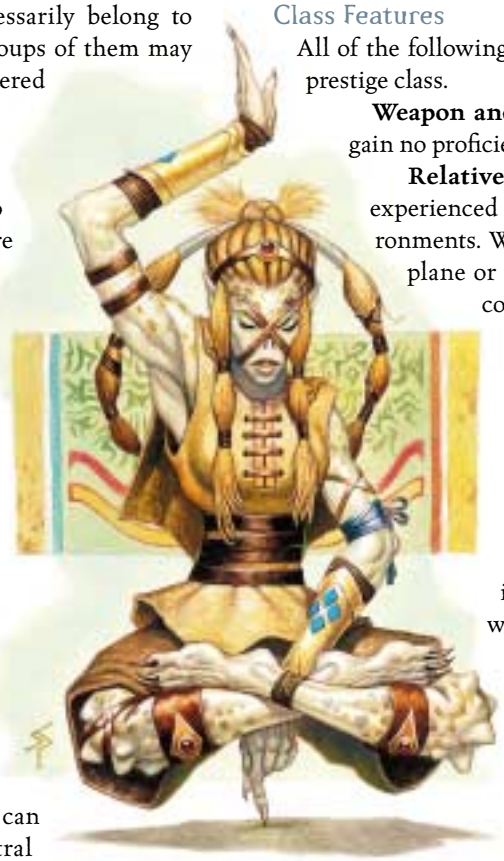
OTHER PRESTIGE CLASSES

These prestige classes don't necessarily belong to specific organizations (though groups of them may well exist). They can be encountered anywhere on the planes.

ASTRAL DANCER

The Astral Plane is a place of no gravity; moving through it is more like flying with perfect maneuverability, like walking on air. Travelers quickly learn to change directions by mentally visualizing solid footing and pivoting on it. To longtime inhabitants of the Astral Plane, ignoring the lack of gravity eventually becomes second nature. But a few skilled combatants learn to take advantage of that situation.

Some fighters, barbarians, and rangers make decent astral dancers, but the best begin as monks or rogues. Their practiced grace enables them to leap from vantage to vantage quickly, and to shift balance instinctively. Spellcasters can eventually master the art of the astral dancer, but for them it pays off only in a certain improvement in their ability to deliver melee touch spells.



Tatha practices her balance

Astral dancers work quite well alone, but they are truly formidable in numbers. The art is sometimes found among githzerai monks, and githzerai rrakkma (hunting parties that seek out and kill mind flayers) occasionally include astral dancers. The most common practitioners are githyanki and buommans (see Chapter 1), natives of the Astral Plane who learn to take every advantage that the environment provides them.

Hit Die: d8.

Requirements

To qualify to become an astral dancer, a character must fulfill all the following criteria.

Skills: Balance 8 ranks, Jump 8 ranks, Tumble 8 ranks.
Feats: Dodge, Mobility, Spring Attack.

Class Skills

The astral dancer's class skills (and the key ability for each skill) are Balance (Dex), Bluff (Cha), Climb (Str), Escape Artist (Dex), Hide (Dex), Jump (Str), Knowledge (the planes) (Int), Listen (Wis), Move Silently (Dex), Profession (Wis), Search (Int), Sleight of Hand (Dex), Spot (Wis), Tumble (Dex), and Use Rope (Dex).

Skill Points at Each Level: 6 + Int modifier.

Class Features

All of the following are class features of the astral dancer prestige class.

Weapon and Armor Proficiency: Astral dancers gain no proficiency with any weapon or armor.

Relative Altitude (Ex): An astral dancer is experienced at combating foes in no-gravity environments. While on the Astral Plane (or any other plane or region without gravity), she is always considered to have "higher ground" over her opponent and thus gains a +1 bonus on melee attack rolls.

Evasion (Ex): Beginning at 2nd level, an astral dancer can avoid damage from certain attacks with a successful Reflex save. See the monk class feature on page 41 of the *Player's Handbook*. Initially, an astral dancer's evasion ability is only effective while she is on a plane wth no gravity.

At 4th level and higher, an astral dancer can use her evasion ability in all environments, regardless of gravity.

Improved Maneuverability (Ex): At 3rd level, an astral dancer begins developing more control over her "flight" in no-gravity situations. When she makes a double move on a plane with the "no gravity" trait (such as the Astral Plane), an astral dancer's maneuverability drops to good (rather than to average). When she moves four times her speed on the Astral Plane (running, essentially), her maneuverability drops to poor (rather than to clumsy).

At 9th level, an astral dancer retains her perfect maneuverability even when she makes a double move, and her maneuverability drops only to average whe she moves at up to four times her speed.

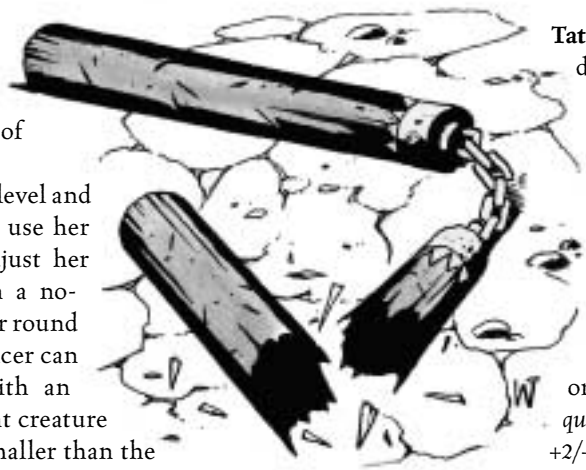
Astral Dodge (Ex): At 5th level, an astral dancer becomes so adept at reacting to attacks that she gains a +2 dodge bonus to her Armor Class when in a no-gravity environment (or a +1 dodge bonus to her Armor Class when in an environment with gravity). At 10th level, this

Illus. by S. Prescott

bonus increases to +4 in a no-gravity environment (or +2 in an environment with gravity).

Improved Evasion (Ex): Beginning at 6th level, an astral dancer can avoid damage from certain attacks with a successful Reflex save and take only half damage on a failed save. See the monk class feature on page 42 of the *Player's Handbook*. Initially, an astral dancer's improved evasion ability is only effective while she is on a plane wth no gravity.

At 8th level and higher, an astral dancer can use her improved evasion ability in all environments, regardless of gravity.



Illus. by W. Reynolds

Astral Agility (Ex): At 7th level and higher. an astral dancer's can use her agility and athleticism to adjust her opponent's position while in a no-gravity environment. Once per round as a move action, an astral dancer can attempt to switch places with an adjacent creature. The adjacent creature must be the same size as or smaller than the astral dancer, and it can resist the attempt by succeeding on an opposed Intelligence check against the astral dancer. The astral dancer adds her class level to her roll (if the target creature is also an astral dancer, it adds its class level as well); if she wins, she moves into the target's space, and the target moves into her now-vacated space. The movement caused by this ability does not provoke attacks of opportunity.

Lightning Speed (Ex): At 10th level, an astral dancer's ability to move through the Astral Plane with but a thought becomes so finely tuned that those observing her cannot react as she passes by. The character's movement while on the Astral Plane (or a similar no-gravity environment) never provokes attacks of opportunity.

Table 3–8: The Astral Dancer

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+0	+2	+0	Relative altitude
2nd	+1	+0	+3	+0	Evasion (no-gravity)
3rd	+2	+1	+3	+1	Improved maneuverability
4th	+3	+1	+4	+1	Evasion
5th	+3	+1	+4	+1	Astral dodge +2 (+1)
6th	+4	+2	+5	+2	Improved evasion (no gravity)
7th	+5	+2	+5	+2	Astral agility
8th	+6	+2	+6	+2	Improved evasion
9th	+6	+3	+6	+3	Improved maneuverability
10th	+7	+3	+7	+3	Astral dodge +4 (+2), lightning speed

Tatha the Astral Dancer

Disappointed with traditional githyanki fighting styles, the monk Tatha sought a group of githyanki ascetics who instructed her in the martial arts. But even that had its limitations, and Tatha sought out a legendary sect of buommans who incorporated the Astral Plane's lack of gravity into the practice. She joined their order, becoming an astral dancer.

Tatha: Female githyanki monk 6/astral dancer 3; CR 10; Medium humanoid (extraplanar); HD 6d8+12 plus 3d8+6; hp 62; Init +4 (+4 Dex); Spd 50 ft.; AC 20, touch 20, flat-footed 16; Base Atk +6; Grp +8; Atk +8 melee (1d8+2, unarmed) or +8/+3 melee (1d6+4, +2/+2 *quarterstaff*); Full Atk: +8/+3 melee (1d8+2, unarmed) or +7/+7/+2 melee (1d8+2, unarmed flurry of blows) or +4/–5/+0 melee (1d6+4, +2/+2 *quarterstaff*) or +8/+3 melee (1d6+4, +2/+2 *quarterstaff*) or +9/+9/+4 melee (1d6+4/1d6+4, +2/+2 *quarterstaff* flurry of blows) or +11 ranged (1d8+1/19–20, light crossbow); SA *ki* strike (magic), relative altitude, psionics; SQ darkvision 60 ft., evasion, improved maneuverability, psionics, purity of body, slow fall 30 ft., spell resistance 14; AL LE; SV Fort +8, Ref +12, Will +7; Str 14, Dex 18, Con 14, Int 10, Wis 12, Cha 8.

Skills and Feats: Balance +15, Bluff +5, Hide +8, Jump +13, Knowledge (the planes) +3, Move Silently +8, Spot +5, Tumble +15; Combat Reflexes, Dodge, Improved Disarm, Mobility, Spring Attack, Stunning Fist.

Still Mind (Ex): Tatha has a +2 bonus on saving throws against spells and effects of the enchantment school.

Ki Strike (Su): Tatha's unarmed strikes are treated as magic weapons for the purpose of overcoming damage reduction.

Relative Altitude (Ex): While on the Astral Plane (or any other plane or region without gravity), Tatha is always considered to have "higher ground" over her opponent and thus gains a +1 bonus on melee attack rolls.

Psionics (Sp): 3/day—*blur*, *daze* (DC 9), *dimension door*, *mage hand*, *telekinesis* (DC 14); 1/day—*plane shift* (DC 16). Caster level 9th.

Evasion (Ex): While on a plane without gravity, if Tatha is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw.

Improved Maneuverability (Ex): When she makes a double move on a plane with the "no gravity" trait (such as the Astral Plane), Tatha's maneuverability drops to good (rather than average). When she moves four times her speed on the Astral Plane (running, essentially), her maneuverability drops to poor (rather than to clumsy).

Purity of Body (Ex): Tatha has immunity to all normal diseases. Magical and supernatural diseases still affect her.

Slow Fall (Ex): When within arm's reach of a wall, Tatha can use the wall to slow her descent, treating the fall as though it were 30 feet shorter than it actually is.

Possessions: +2/+2 quarterstaff, bracers of armor +4, light crossbow, 50 *+1 bolts, potion of cat's grace, potion of cure moderate wounds, potion of owl's wisdom.*

ELEMENTAL WARRIOR

The elemental warrior sees that great strength comes from focusing on the most basic aspects of reality. The sages say that the worlds are formed through combinations of fire, water, earth, and air, and that any problem can be overcome with the correct application of these forces. The elemental warrior becomes attuned to one of these building blocks of reality, channeling its power to great effect.

Fighters, monks, paladins, and barbarians make the best elemental warriors. This prestige class is focused on fighting and applying the elements in just the right way to bring down even the toughest adversary. Bards, rogues, rangers, and druids also may find this class useful if they often find themselves involved in close combat; a few levels of elemental warrior give them access to a range of weapons and defenses that will make them much more versatile.

NPC elemental warriors are usually fighters or mercenaries of some sort. They may be of any alignment, but they all believe that it is best to be prepared for anything and that with the elements themselves at their fingertips, they have everything they need to overcome any foe.

Hit Die: d10.

Requirements

To qualify to become an elemental warrior, a character must fulfill all the following criteria.

Base Attack Bonus: +7.

Skills: Knowledge (the planes) 5 ranks.

Special: The character must have traveled to at least one of the Elemental Planes.

Class Skills

The elemental warrior's class skills (and the key ability for each skill) are Climb (Str), Craft (Int), Handle Animal (Cha), Intimidate (Cha), Jump (Str), Knowledge (the planes) (Int), Ride (Dex), and Swim (Str).

Skill Points at Each Level: 2 + Int modifier.

Class Features

All of the following are class features of the elemental warrior prestige class.

Weapon and Armor Proficiency: Elemental warriors gain no proficiency with any weapon or armor.

Elemental Affinity (Ex): An elemental warrior is attuned to one of the Elemental Planes, which imbues her with certain related abilities. At 1st level, she selects one of the four elements (air, earth, fire, or water) as the one for which she has an affinity. She immediately gains the ability to speak (and, if she is literate, to read and write) the language associated with her chosen element (Auran, Terran, Ignan, or Aquan, respectively). She also gains resistance 10 to a particular energy type based on her chosen element (electricity, acid, fire, or cold, respectively).

Elemental Manifestation (Su): An elemental warrior of 2nd level or higher can use a standard action to cause her body to manifest aspects of her chosen element. The effect lasts for 1 minute and may be used a number of times per day equal to her class level. It can be dismissed as a free action.

Air: Brisk winds whip around the elemental warrior's body. All ranged attacks against her have a 20% miss chance.

Earth: The elemental warrior's skin is partially sheathed in rocky hide. Her natural armor bonus increases by 3.

Fire: A sheath of flame envelops the elemental warrior. Any opponent who lands a successful melee attack against her takes 1d6 points of fire damage. Creatures wielding reach weapons, such as longspears, do not take this damage.

Water: The elemental warrior becomes coated in water. She gains damage reduction 3/piercing.

Elemental Weapon (Su): At 3rd level and higher, an elemental warrior can, as a move action, imbue any melee weapon she wields with the energy of her chosen element. The imbued weapon deals an extra 2d6 points of energy damage on each hit. The effect lasts for 1 minute and may be dismissed as a free action. She can use this ability a number of times per day equal to her class level.

If the weapon already has a magical effect that allows it to deal energy damage, that effect is suppressed for the duration of the elemental weapon effect.

When an elemental warrior reaches 5th level, this ability improves. The extra damage remains the same, but on a successful critical hit, the weapon releases a burst of energy that deals even more energy damage of the same type (for a total of 6d6). The additional damage is 4d6 points for weapons with a ×2 critical multiplier, 6d6 points for weapons with a ×3 critical multiplier, or 8d6 for weapons with a ×4 critical multiplier.

Elemental Movement (Su): At 4th level, an elemental warrior gains a special movement property based on her chosen element.

Air: The elemental warrior can fly at a speed of 20 feet (perfect maneuverability). If the character wears medium or heavy armor or carries a medium or heavy load, she can't use this ability.

Earth: The elemental warrior gains a burrow speed of 30 feet (or equal to her base land speed, whichever is lower).

Fire: The elemental warrior's base land speed increases by 10 feet. This benefit stacks with all other speed increases. If the elemental warrior wears heavy armor or carries a heavy load, she loses this benefit.

Water: The elemental warrior gains a swim speed of 30 feet (or equal to her base land speed, whichever is lower). She also gains the ability to breathe water.

At 4th level, elemental warriors of all kinds also gain the ability to use *plane shift* once per day to reach their chosen Elemental Plane (or from that Elemental Plane to the Material Plane).

Elemental Strike (Su): Once per day, a 5th-level elemental warrior can channel her chosen element to deal a devastating melee touch attack. The attack requires a standard action to deliver; if it hits, it affects its target as noted below. No save is allowed against the damage dealt by the attack, but a successful Fortitude save negates the secondary effect. The save DC for these effects is 15 + the elemental warrior's Con modifier.

Air: Target takes 10d6 points of bludgeoning damage from a sudden gust of wind and is knocked prone (Fort save negates knockdown).

Earth: Target takes 10d6 points of bludgeoning damage from the crushing touch attack and is pushed back 10 feet as if bull rushed (Fort save negates push).

Fire: Target takes 10d6 points of fire damage and catches on fire for 1d4 rounds (Fort save negates catching on fire).

Water: Target takes 10d6 points of damage as moisture is drawn from its body and becomes nauseated for 1 round (Fort save negates nausea).

Table 3–9: The Elemental Warrior

Level	Base Attack Bonus	Fort Save	Ref Save	Will Save	Special
1st	+0	+2	+0	+0	Elemental affinity
2nd	+1	+3	+0	+0	Elemental manifestation
3rd	+2	+3	+1	+1	Elemental weapon
4th	+3	+4	+1	+1	Elemental movement
5th	+3	+4	+1	+1	Elemental burst weapon, elemental strike

Este Thistleworn the Elemental Warrior

The adventures of Este Thistleworn took her through the Elemental Planes, where she became fascinated with the destructive potential of the basic building blocks of reality. After spending time learning about the nature of the multiverse and how to tap into the elemental powers, she began to use the principles of simplicity and opposition during combat. She has never been more effective than when she feels connected to the elements.

Este Thistleworn: Female elf fighter 7/elemental warrior 3; CR 10; Medium humanoid; HD 10d10+30; hp 86; Init +2; Spd 30 ft.; AC 25, touch 12, flat-footed 23; Base Atk +9; Grp +12; Atk +13 melee (1d8+4/19–20, +1 *longsword*) or +12 ranged (1d8+3/×3, +1 *composite longbow*); Full Atk +13/+8 melee (1d8+4/19–20, +1 *longsword*) or +12/+7 ranged (1d8+3/×3, +1 *composite longbow*); SA elemental weapon; SQ elemental affinity, resistance to fire 10; AL NG; SV Fort +11, Ref +5, Will +4; Str 16, Dex 15, Con 16, Int 10, Wis 12, Cha 8.

Skills and Feats: Jump +10, Knowledge (the planes) +8, Speak Language (Ignan); Cleave, Dodge[B], Far Shot, Great Cleave, Improved Unarmed Strike, Point Blank Shot[B], Power Attack[B], Precise Shot[B].

Elemental Affinity (Ex): Este is attuned to the Elemental Plane of Fire, imbuing her with certain related abilities. She can speak, read, and write Ignan. She also has resistance to fire 10.

Elemental Manifestation (Su): Este can use a standard action to sheathe her body in flame. Any opponent who lands a successful melee attack against her takes 1d6 points of fire damage. Creatures wielding reach weapons, such as longspears, do not take this damage. The effect lasts for 1 minute and may be used three times per day. It can be dismissed as a free action.

Elemental Weapon (Su): Three times per day as a move action, Este can imbue any melee weapon she wields with fire. The imbued weapon deals an extra 2d6 points of fire damage on each hit. The effect lasts for 1 minute and can be dismissed as a free action.

If the weapon already has a magical effect that allows it to deal energy damage, that effect is suppressed for the duration of the elemental warrior's ability.

Possessions: +2 full plate, +1 heavy steel shield, +1 longsword, +1 composite longbow (+4 Str bonus).

The fiery Este Thistleworn

Illus. by D. Roach

Illus. by D. Kovacs

In the markets of Sigil, equipment from myriad planes is available for purchase. What might be a commonplace weapon in Ysgard may be a strange treasure worthy of a premium on the battleplains of Avalas.

This chapter covers the mundane, exotic, and magical merchandise that characters with access to the planes have available to them in most any city that supports planar trade.

AVAILABILITY

All the items described in this chapter are assumed to be available to PCs who have the wherewithal to buy them. Of course, most of these items have a planar source, so they won't be found in the shops of all Material Plane cities. But metropolises have some or all of the goods described below, though characters may have to make special deals or pay a premium price to a merchant who makes a special effort. Alternatively, sometimes temporary or secret portals between rural locations on the Material Plane and other planes engender low-level trade, putting the items in this chapter on sale in otherwise unremarkable shops or markets.

Away from the Material Plane, almost any market the PCs stumble upon carries some or all of the merchandise noted in this chapter (or at least offers a lead on where some of the larger vehicles and exotic mounts can be built or bought). Sigil's markets are renowned, though the goods to be had in the City of Brass, Tu'narath, and Union are hardly likely to be any less cosmopolitan. See Chapter 7: Planar Sites for more information on these specific planar metropolises.

EQUIPMENT

The following section describes an assortment of equipment—weapons, armor, tool kits, and mounts—that any planar adventurer would be happy to own.

WEAPONS

A character's weapons help determine how capable he or she is in a variety of combat situations. The rules for weapon use, exotic weapons, weapon categories, weapon qualities, and so on are described in Chapter 7 of the *Player's Handbook*.

The weapons found on Table 4–1: Weapons (see page 69) are described below, along with any special options for their use.

Annulat: This exotic ranged weapon, invented by the neraphim (see page 12), appears as a perfectly circular, nearly paper-thin hoop forged from a dark ironlike metal and sharpened on the outside edge. The annulat's diameter is a little over 1 foot. The band of metal, while thin, measures some 2 inches in breadth.

When thrown, an annulat sails through the air with deadly accuracy, its cross-section so thin that it is almost invisible. Those proficient with the annulat are particularly accurate with the throwing hoop and can make it curve somewhat in flight. Targets who gain a cover bonus to their Armor Class have that bonus reduced by 2.

Neraphim treat the annulat as a martial weapon.

Gehennan Lancet: The lancet is somewhat similar to a punching dagger, but it is weighted to deliver extra clout. The lancet is a popular criminal weapon in the streets of the Crawling City on Gehenna.

Heavy Sickle: This sickle, slightly larger than those generally used as weapons, enjoys popularity among the vicious tieflings that make their home in the Abyss.

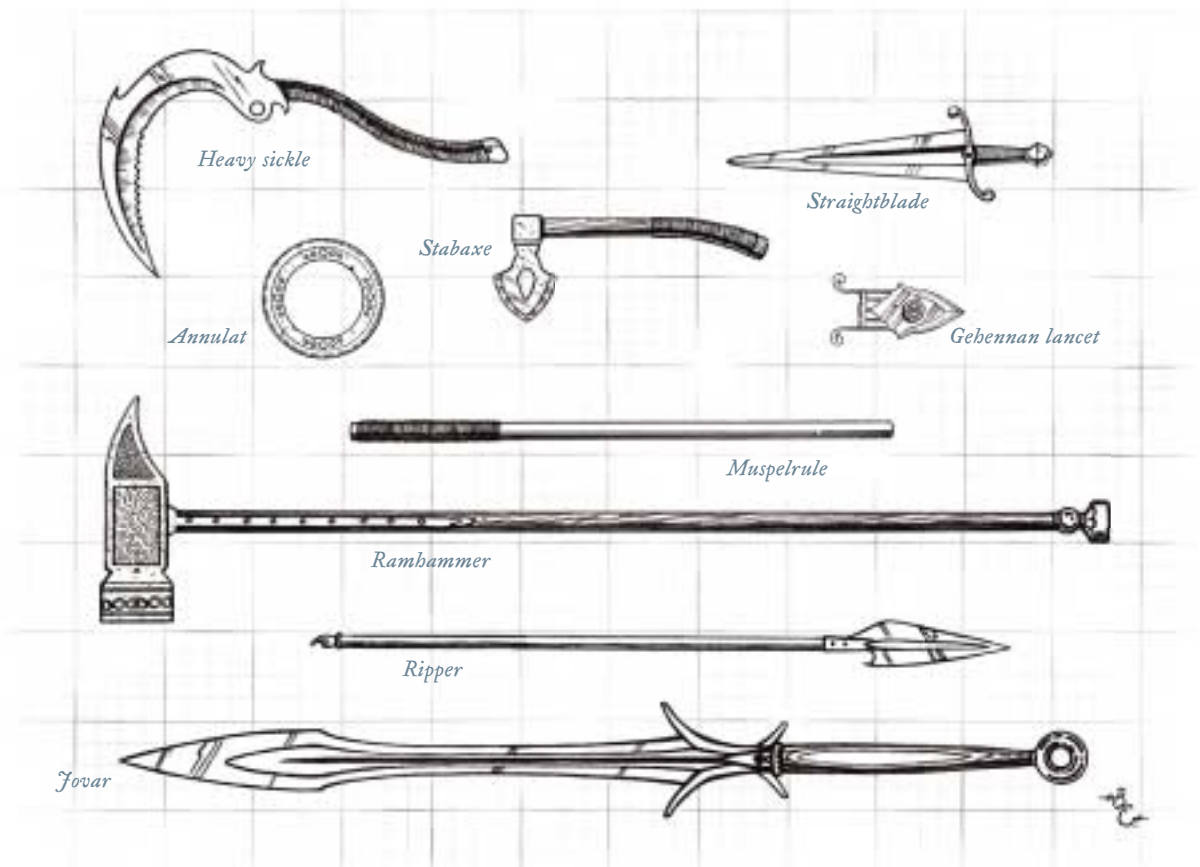
Jovar: Named for the layer of Celestia on which the city of Yetsira sits, the exotic weapon known as a jovar is the preferred weapon of the Heavenly City's archon guards. The greatswordlike weapon is weighted oddly, but in the hands of a trained wielder, the blows landed with the blade are more likely to deal considerable damage.

Muspelrule: Originally designed as a punishment rod for Muspelheim fire giant children, this light, clublike shaft is strong enough to be used as a weapon.

Ramhammer: This long-handled hammer is an exotic weapon favored among some dwarves of Nidavellir, the third layer of Ysgard. It is treated as a melee weapon with 10-foot reach, though the wielder doesn't threaten the area into which he can make an attack. Using a ramhammer provokes attacks of opportunity, just as if the wielder had used a ranged weapon.

Because of the wide hammer head and the considerable force a trained wielder can bring to bear using leverage, it's possible to make bull rush attacks with this weapon. When using a ramhammer, a wielder does not have to enter his foe's square (and thus does not provoke attacks of opportunity for this move, though, as noted above, the wielder provokes attacks of opportunity from adjacent foes as if making a ranged attack). The wielder gains a +2 bonus on his opposed Strength check (see the rules for bull rush, page 154 of the *Player's Handbook*). If the wielder has the Improved Bull Rush feat, he gains the noted +4 bonus on his opposed Strength check (but the ability to avoid attacks of opportunity for entering his foe's square is irrelevant).

Ripper: A favorite on many levels of the Abyss, a ripper is a short-shafted spear with grooves in its head designed to improve the penetration of the point.



Illus. by B. Chumley

Table 4–1: Weapons

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight[1]	Type
Light Melee Weapons							
Muspelrule	2 gp	1d3	1d4	19–20/×2	—	1 lb.	Bludgeoning
One-Handed Melee Weapons							
Sickle, heavy	12 gp	1d6	1d8	×2	—	6 lb.	Slashing
Martial Weapons	**Cost**	**Dmg (S)**	**Dmg (M)**	**Critical**	**Range Increment**	**Weight[1]**	**Type**
Light Melee Weapons							
Lancet, Gehennan	7 gp	1d3	1d4	18–20/×2	—	3 lb.	Piercing
Stabaxe	5 gp	1d4	1d6	×3	—	1 lb.	Piercing
Straightblade	7 gp	1d4	1d6	19–20/×2	—	3 lb.	Slashing
Two-Handed Melee Weapons							
Ripper	55 gp	1d10	2d6	19–20/×2	—	9 lb.	Piercing
Exotic Weapons	**Cost**	**Dmg (S)**	**Dmg (M)**	**Critical**	**Range Increment**	**Weight[1]**	**Type**
Two-Handed Melee Weapons							
Jovar	500 gp	2d4	2d6	18–20/×2	—	13 lb.	Slashing
Ramhammer[2]	100 gp	1d8	1d10	×2	—	15 lb.	Bludgeoning
Ranged Weapons							
Annulat	30 gp	1d4	1d6	19–20/×2	30 ft.	1/2 lb.	Slashing

1 Weight figures are for Medium weapons. A Small weapon weighs half as much, and a Large weapon weighs twice as much.
2 Reach weapon.

Table 4–2: Armor and Shields

Armor	Cost	Armor Bonus	Maximum Dex Bonus	Armor Check Penalty	Arcane Spell Failure Chance	— Speed — (30 ft.)	(20 ft.)	Weight[1]
Light Armor								
Hooked armor	65 gp	+3	+4	–2	15%	30 ft.	20 ft.	20 lb.
Sectioned armor (fully reduced)	—	+3	+3	–2	20%	30 ft.	20 ft.	25 lb.
Medium Armor								
Sectioned armor (partially reduced)	—	+5	+2	–3	30%	20 ft.	15 ft.	40 lb.
Heavy Armor								
Sectioned armor (full)	3,000 gp	+8	+1	–5	35%	20 ft.[2]	15 ft.[2]	60 lb.
Mechanus gear	1,750 gp	+10	+0	–10	50%	15 ft.[2]	10 ft.[2]	75 lb.

1 Weight figures are for armor sized to fit Medium characters. Armor fitted for Small characters weighs half as much, and armor fitted for Large characters weighs twice as much.
2 When running in heavy armor, you move only triple your speed, not quadruple.

Stabaxe: This weapon is similar to a handaxe, but the blade is refined to a longer, narrower, and straighter form designed to achieve deeper penetration. It sees some use on Avalas, the first layer of Acheron.

Straightblade: Unlike a standard short sword, a straightblade is wider and slightly heavier, making it an ideal slashing weapon. The straightblade is a favorite among the "citizens" of the city of Dis.

ARMOR

The three new kinds of armor described here give characters even more choices when deciding how to protect themselves from the perils of the planes.

SPECIAL WEAPON MATERIAL: ABYSSAL BLOODIRON

In the Abyss, cataclysmic battles have raged for eons, laying down a sediment of iron, blood, and spent magic. Abyssal bloodiron is mined from thin deposits of mixed blood and ferrous mineral, compacted over the years, then forged at a low temperature to preserve its innate powers. Weapons forged of the metal usually appear dark except for their cutting edges, which are as red as freshly spilled blood.

A weapon forged of Abyssal bloodiron is treated as a cold iron weapon (see page 284 of the *Dungeon Master's Guide*), except that its wielder gains a +4 bonus when rolling to confirm a critical hit.

Abyssal bloodiron has the same weight as iron or steel. A weapon made of Abyssal bloodiron costs an additional 10,000 gp, and any magical enhancements cost an additional 2,000 gp, just as with cold iron. (The price includes 300 gp for the masterwork component.)

Abyssal bloodiron has hardness 10 and 30 hit points per inch of thickness.

Mechanus gear *Hooked armor* *Sectioned armor*

Illus. by D. Hudnut

Hooked Armor: This leather armor is festooned with multiple hooks and cleats. These gripping protrusions grant the wearer a +5 bonus on Climb checks. (Due to the armor's –2 armor check penalty, the effective bonus is +3.)

Mechanus Gear: This heavy armor is composed of multiple gears, cogs, plates, and other metal mechanical contraptions. It grants an armor bonus superior to all other armors, but it reduces the wearer's speed more than other types of heavy armor do.

Sectioned Armor: The owner of this specially constructed masterwork full plate can remove several of the large plate sections from it, reducing it to medium or light armor, so that he or she can sleep more comfortably or move more freely while retaining some of the armor's defensive bonus.

GOODS AND SERVICES

Heroes need more than just weapons and armor, especially when they seek adventure on the planes. In order to increase their chances for survival, they also need adventuring gear, specialized tools for their character classes, mounts, vehicles, hired passage, and special substances and items.

Adventuring Gear

Just as adventurers on the Material Plane need specialized gear to face the challenges and difficulties they encounter, planar travelers need equipment devised with the rigors of planar adventure in mind. The basic gear below is aimed at general utility; it doesn't matter what skills or classes the user possesses.

Ether Harness: Designed after harnesses used by burglars for breaking into homes, the ether harness is simply

SPECIAL ARMOR MATERIAL: ASTRAL DRIFTMETAL

This extraordinarily rare mineral is mined only on Tu'narath and other islands of matter floating in the Astral Plane. It is very similar to iron but has a single remarkable feature. Armor crafted from astral driftmetal is fully effective against incorporeal attacks, as if it were made of force. The armor's full armor bonus to Armor Class (including any enhancement bonus) applies to the wearer's touch Armor Class against incorporeal attacks.

Astral driftmetal is not malleable enough to be worked into chainmail or scale mail; only a breastplate, shield, or any form of heavy armor can be made from it.

A suit of driftmetal armor weighs the same as a suit of armor made of steel. Other statistics of the armor (maximum Dexterity bonus, armor check penalty, and arcane spell failure chance) are unchanged.

Astral driftmetal has hardness 12 and 30 hit points per inch of thickness. Its market price modifier is +12,000 gp.

a network of leather straps fitted with metal rings for tying items down. It is meant to ensure that a group of ethereal travelers caught in an ether cyclone remain together, rather than being scattered across the planes. Tying travelers together by means of their ether harnesses grants a +2 circumstance bonus on Use Rope checks made to ensure that the knots do not come untied.

Fireproof Parchment: Not strictly parchment, this writing material is made of hide from animals found on the Elemental Plane of Fire, and it retains the creatures' immunity to fire. Thus, fireproof parchment does not catch fire when exposed to a fire-dominant plane or environment.

Fireproof Clothing: As with fireproof parchment, this clothing is made from the hides of animals that have natural immunity to fire, making the clothing safe to wear in fire-dominant environments. Any style of clothing can be made from the material; the cost simply increases by 50 gp.

Gravity Tent: Designed for use on planes that have no gravity, a gravity tent is merely a tent in the shape of a diamond, with loops and clips inside to hold bedrolls in a more or less stable position (secured to the tent's cross-poles). It sleeps up to four comfortably, and up to eight total.

Waterproof Ink: Because ordinary ink smears and runs when it comes in contact with water, this "ink"—actually a mixture of grease, wax, and pigments—is quite useful for making maps and other writings in water-dominant planes.

Weight Suit: A weight suit is a collection of straps and pouches containing lead pellets. When the complete suit is worn, it distributes extra weight across the wearer's body, counteracting the skill check and attack roll penalties of light-gravity environments (because the weight is distributed, rather than concentrated in one place, such as with a backpack). In environments with normal gravity, the suit is little more than a curiosity, except to certain physical fitness fanatics.

Table 4–3: Adventuring Gear and Class Tools

Adventuring Gear

Item	Cost	Weight
Ether harness	20 gp	2 lb.
Fireproof parchment (sheet)	8 sp	—
Fireproof clothing	+50 gp	—
Gravity tent	25 gp	40 lb.
Waterproof ink (vial)	6 gp	—
Weight suit	20 gp	100 lb.

Class Tools

Item	Cost	Weight
Differential hourglass	75 gp	4 lb.
Fireproof spellbook	50 gp	5 lb.
Planar atlas	25 gp	2 lb.
True divine focus	1,000 gp	—
True holy (unholy) symbol	500 gp	1 lb.
Waterproof spellbook	30 gp	4 lb.

Class Tools

Much of the following equipment is particularly useful to characters who spend time in otherworldly environments.

Differential Hourglass: Because time can flow at different rates on different planes, it can sometimes help planar travelers to know how much time is passing on other planes. A differential hourglass consists of two hourglasses—one large, one small—mounted end to end. The substance inside each hourglass flows at the same speed, but one of the hourglasses measures the passage of local time, and the other measures the passage of remote time. Differential hourglasses are usually built with a specific pair of planes in mind, and as such are rather useless for any other purpose. Depending on the difference between the two planes in question, the smaller hourglass could measure seconds, rounds, minutes, hours, or days, while the larger of the two could measure rounds, minutes, hours, days, weeks, or even some longer period, depending on the time differential between the two planes.

Fireproof Spellbook: With pages made of fireproof parchment (see Adventuring Gear, above), covered in leather made from fire-resistant animals, and bound with steel, a fireproof spellbook does not catch fire when exposed to a fire-dominant plane or environment.

Planar Atlas: Countless versions of these handy tomes exist, each of which is meant to describe the relationships between various planes for the convenience of travelers. They are rarely accurate when it comes to detailing the locations of planar portals (or the instructions for how to activate them), but the information on the planes grants a +2 competence bonus on Knowledge (the planes) checks.

True Divine Focus: Druids use sprigs of holly and mistletoe as the default divine focus for their spells, and these come directly from the home plane of the druid's deity. Imbued with the raw power of nature, these divine cuttings increase the druid's effective caster level by 1 for purposes of determining level-dependent spell variables (such as damage or range) and for caster level checks. The cuttings last for one week.

True Holy Symbol: Appearing in all other ways to be merely a holy symbol, this item in fact comes from the home plane of the deity the symbol represents—and carries with it a modicum of the deity's power. Attempts to turn undead using the true holy symbol provide a +2 sacred bonus on the character's turning check (1d20 + the character's Cha modifier).

True Unholy Symbol: The evil counterpart to the true holy symbol, this otherwise unremarkable ornament confers a +2 profane bonus on the wielder's attempts to rebuke, command, or bolster undead, or to dispel a good cleric's turning effect.

Waterproof Spellbook: Utilizing waterproof ink and pages sealed in paraffin, this spellbook can survive being immersed in water—an extremely useful item for a wizard journeying to a water-dominant plane.

MOUNTS AND VEHICLES

A number of different conveyances exist—some of them creatures, some of them machines or devices—that can ease the task of traveling between planes or moving through a plane.

Mounts

Common mounts such as horses allow a character to travel faster and more easily. Plane-hopping mounts allow a character to do the same, but without the wall between dimensions posing a restriction.

Chapter 6: Creatures of the Planes contains more information about these planar mounts.

Elsewhale: Not traditional mounts, elsewhales are related to seagoing whales. An elsewhale has the ability to slip between planes, as long as the original plane and the destination plane have suitable bodies of water in which the elsewhale can swim.

Travelers do not ride on elsewhales; they ride within, in the creature's mouth. The mouth cavity of an adult elsewhale is large enough to hold 1 Large, 4 Medium, or 16 Small creatures in the dark, cramped, and somewhat moist environment.

A "stable" housing even a single elsewhale requires access to the sea or ocean.

Gaspar: Though these creatures are difficult to acquire and train, their size and sturdiness make the time and expense worthwhile.

Nightmare, Lesser: A nightmare is a horselike creature of evil; a good-aligned owner who makes an investment in a lesser nightmare soon discovers that the mount does not serve him and escapes at the first opportunity. Lesser nightmares are bred from their more powerful brethren. Not as headstrong or as capable of traveling between the planes at will, a lesser nightmare still can carry its passenger into other dimensions.

Ur'Epona: A variety of planar horse, an ur'Epona makes the perfect mount, though domesticating one of these wild creatures is a difficult task. However, few creatures are better suited for taking riders between the planes.

Table 4–4: Mounts and Vehicles

Mount	Cost	Additional Cost/Day	Weight
Elsewhale	8,000 gp	+50 gp	60 tons
Gaspar	22,500 gp	+25 gp	10,000 lb.
Nightmare, lesser	5,500 gp	+10 gp	1,800 lb.
Ur'Epona	32,000 gp	+5 gp	2,200 lb.

Vehicle	Cost
Astral skiff	10,000 gp
Ethereal tunneler	140,000 gp
Gate zeppelin	160,000 gp
Living astral ship	Variable
Planar sailer	25,000 gp

Vehicles

Why settle for a chariot when you can purchase an ethereal tunneler or a gate zeppelin? By using the vehicles described here, characters can go anywhere—assuming they have the cash to pay for such an extravagance.

Refer to the sidebar in this section for details on how to read a vehicle's statistics block.

Astral Skiff: Huge vehicle; Profession (sailor) +0; Spd fly 120 ft. (average); Overall AC 3; Section hp 40 (hardness 10); Section AC 3; Ram 4d8; Face 15 ft. by 5 ft.; Height 10 ft.; SA ramming; Crew 1 (carries 3); Cargo 1 ton (Spd 100 ft. if carrying 1/2 ton or more); Cost 10,000 gp.

On the Astral Plane, githyanki commonly wage war from astral ships. Such vessels range in size from those large enough for a single squad of soldiers (the astral skiff) to those far larger. Powered by magic sails that catch the motion of astral energies, these ships are normally useless on the Material Plane, where no such arcane winds blow. However, the vehicle is ideal for journeys on the infinite Astral Plane itself.

An astral skiff sails through the Astral Plane

Ethereal Tunneler: Huge vehicle; Profession (miner) +4; Spd burrow 10 ft. (clumsy); Overall AC 3; Section hp 40/120 (hardness 20/5); Section AC 3; Ram 10d6; Face 10 ft. by 20 ft.; Height 10 ft.; SA ramming; SQ steering mechanism triggers *ethereal jaunt* on vehicle and all passengers 1/day for up to 20 rounds; Crew 5 (plus 10 soldiers); Cost 140,000 gp.

This tanklike vehicle slowly digs tunnels through earth—and when solid stone stymies it, the vehicle can briefly shift into the Ethereal Plane. When not tunneling into otherwise sealed regions of earth or past undefeatable defenses,

Illus. by D. Knutson

an ethereal tunneler can be used for outright warfare. The vehicle is adamantine-armored and large enough to accommodate a squad of 10 soldiers. Its treads have been magically animated to provide propulsion at the direction of the crew, who pull levers while they watch the earth for signs of cave-ins. The massive drill at the front is better than a ramming prow; an ethereal tunneler never takes damage from rams it initiates.

Gate Zeppelin: Colossal vehicle; Profession (pilot) –4; Spd fly 40 ft. (nautical average); Overall AC –3; Section hp 30 (hardness 5); Section AC 3; Rigging 200 hp (hardness 0), AC 1; Ram 4d6; Face 40 ft. by 10 ft.; Height 10 ft; SA ramming; SQ steering mechanism triggers *gate* 1/day through which zeppelin may pass (after which the *gate* closes); Crew 10; Cargo 10 tons (Spd 20 ft. if carrying 5 tons or more); Cost 160,000 gp.

A zeppelin relies on hot air trapped in a massive balloon for lift and animated propellers for propulsion. The balloon that provides lift is segmented so that one puncture isn't disastrous. Zeppelins have no minimum forward speed, and they can hover.

A mechanism in the captain's cabin can trigger a *gate*-like opening once per day that allows planar travel.

Living Astral Ship: CR —; Colossal construct; HD 8d10 +1d10 per 10 feet of length; Init as the pilot – 4; Spd as the pilot (+30 ft. with psychic sails) on the Astral Plane, fly 50 ft. (poor) in a gravity well; AC varies (–8 size, +1 natural per HD); Atk as cleric of level equal to the ship's HD; Space/Reach 30 ft./10 ft. (or as ram); SA ram, mounted weapons; SQ construct traits, hardness; AL n/a; SV as commoner of level equal to the ship's HD, with no ability score modifiers.

Construct Traits: Like most constructs, living astral ships have immunity to mind-affecting spells and abilities, poison, disease, and similar effects. They are not subject to extra damage from critical hits, nonlethal damage, ability damage, ability drain, energy drain, or death from massive damage.

Hardness: A living astral ship is usually composed of different materials but has an overall hardness of 5 to 10. An astral ship composed mainly of wood might have hardness 5, while an astral ship made of iron would have hardness 10. See Smashing an Object, page 165 of the *Player's Handbook*, for more information on hardness.

Mounted Weapons: A living astral ship can be fitted with heavy catapults, light catapults, and ballistas (see Siege Engines,

THE VEHICLE STATISTICS BLOCK

Each vehicle description contains a standard statistics block. (The living astral ship is an exception, since it is a creature rather than an object.) Following is an explanation of the statistics block's components.

Size: The size of the vehicle, using the same size categories as for creatures.

Skill: Which skill governs control checks, followed by a circumstance bonus or penalty based on the overall quality of the vehicle.

Spd: The vehicle's maximum speed in a single move. For wind-powered vehicles such as sailing ships, maximum speed takes into account the velocity of the wind. For example, the speed of a planar sailer is given as "wind × 20 ft." In a calm wind (0 mph; speed multiplier × 0), a planar sailer can't move; in a light wind (1–10 mph; speed multiplier × 1), a planar sailer's speed is 20 feet; in a moderate wind (11–20 mph; speed multiplier × 2), its speed is 40 feet; in a heavy wind (21–30 mph; speed multiplier × 3), its speed is 60 feet; and at higher wind speeds (31+ mph), the planar sailer can't sail.

A wind-powered vehicle moves at half speed if it's heading into the wind (within 90 degrees of the wind direction). It moves at double speed if it's heading away from the wind (within 90 degrees).

Vehicles generally take a double move. They can also move at any slower speed unless noted otherwise. The vehicle's maneuverability is noted in parentheses.

Vehicles turn using the rules for aerial maneuverability. The planar sailer and *gate* zeppelin have a maneuverability of nautical average, which means they can make a 45-degree turn every 60 feet.

Overall AC: The Armor Class of the vehicle as a whole. For bigger vehicles, this number is rarely used because attacks target specific sections of the vehicle exterior.

Section hp: How many hit points each 10-foot-by-10-foot section has. Most sections also have hardness, noted in parentheses. If the vehicle has armor plating, the section hit points and hardness of the armor are given first, followed by a slash, followed by the section hit points and hardness of the vehicle itself. Large or smaller vehicles do not have sections and lack a section hit points statistic.

Section AC: The Armor Class of each 10-foot-by-10-foot section of the vehicle's exterior.

Rigging: The hit points, hardness, and Armor Class of the vehicle's sails, masts, and control lines, if any. If a vehicle lacks rigging, this statistic is omitted. For zeppelins, the rigging statistic represents the durability of the balloon.

Ram: The damage dealt by the vehicle if it rams another object at maximum speed.

Face: The size of the vehicle, given as length by width.

Height: The vehicle's height, not including rigging, measured from the ground to the roof (for a land or air vehicle) or the waterline to the deck (for a water vehicle). Sailing ships also have a draft depth given in parentheses, which represents the minimum depth of water they need to avoid running aground.

SA: Any special attacks, such as a ramming prow.

SQ: Any special qualities, such as resistances.

Crew: How many individuals are required to operate the vehicle safely. Unless noted otherwise, one must be a skilled driver, but the others can be unskilled.

Cargo: The capacity of the vehicle's hold, in tons (one ton equals 2,000 pounds). If the weight of cargo affects the vehicle's speed, the change in speed is noted in parentheses.

Cost: The vehicle's cost, in gold pieces.

page 99 of the *Dungeon Master's Guide*, for statistics). An astral ship can have one mounted weapon for every 2 Hit Dice it possesses, although nonmilitary astral ships typically forgo a full array of weapons in favor of having cargo space. A heavy catapult counts as two weapons for the purpose of determining how many weapons an astral ship can carry.

Ram (Ex): In any round in which no ship-mounted weapons are fired, a living astral ship can ram a Huge or larger creature or object. If the prow of the astral ship is more than 50 feet away in a straight line from a target, it can move up to double its speed to deliver a ram attack using its regular attack bonus. The ram deals either bludgeoning or piercing damage, depending on the shape of its prow. The damage dealt is 1d10 points per point of the astral ship's hardness. For example, an astral ship with hardness 10 deals 10d10 points of damage with a successful ram attack, or triple damage on a critical hit (threat range 20).

Building a living astral ship requires the Craft Construct feat and 10 ranks in Knowledge (the planes). Flying the ship requires the pilot (who must have an Intelligence score of 1 or higher) to sit in a specially attuned chair called a helm. The helm allows the pilot to propel the ship by thought at a speed (in feet) equal to 10 times the pilot's Intelligence score. When the ship passes within a gravity well, such as that generated by a large chunk of drifting matter, it slows to a speed of 50 feet. A living astral ship can move at double speed and running speed. Piloting the ship is always considered a full-round action, and the pilot cannot engage in other activities while controlling the ship.

A pilot seated in the helm receives a 360-degree mental picture of the area around the ship, out to normal visibility range. The pilot feels as if he or she is flying directly over the ship and able to look in all directions at once.

The helm radiates strong transmutation magic under the scrutiny of *detect magic*. It serves as a conduit between the pilot and the vessel and is rooted to the ship. Destroying any part of it (the seat itself or the parts connecting it to the rest of the ship) renders the vessel powerless and inert. A helm has the same hardness as the rest of the astral ship and hit points equal to three times the ship's hardness.

Rarely sold on the open market, living astral ships can find their way into someone's hands by theft or other means.

Planar Sailer: Colossal vehicle; Profession (sailor) +4; Spd wind × 20 ft. (nautical average); Overall AC –3; Section hp 50 (hardness 5); Section AC 3; Rigging 80 hp (hardness 0), AC 1; Ram 12d6; Face 80 ft. by 20 ft.; Height 10 ft. (draft 10 ft.); SA ram; SQ steering mechanism triggers special *plane shift* effect on vehicle and contents; Crew 20; Cargo 150 tons (Spd wind × 15 ft. if 75 tons or more); Cost 25,000 gp.

In most situations, a planar sailer seems no different from a common sailing ship. Measuring some 80 feet in length, this three-masted ship requires a crew of 20 when sailing on water and using the wind for locomotion. A planar sailer has a special ability that allows it to sail celestial seas, following the commands of the captain of the vessel as he stands at the wheel. A planar sailer has enough room on deck for two light catapults or ballistas. It usually uses a launch as a lifeboat (not included in the price).

Hired Passage

Sometimes, the best way to get from here to there is to hire someone else to take you. Since the player characters are adventurers, such solutions should be the exception rather than the rule, but at times the PCs might prefer to use their monetary resources to advance their agenda.

Table 4–5: Services

Service	Cost
Passage in independent elsewhale	150 gp
Passage on planar sailer	150 gp
Passage on gate zeppelin	1,530 gp
Planar guide	25 gp/day
Passage in independently owned living astral ship	500 gp
Planar allies	Varies
Cubic gate, established	1,640 gp
Planar ring gates, established	500 gp
Planar ring gates, special commission	1,400+ gp

Spellcasting	Cost
Gate	1,620 gp
Plane shift	900 gp[1]

1 Includes cost for caster's return trip.

Cubic Gate: Occasionally, a group or individual will offer transport via a *cubic gate*. These conduits often lead from one well-guarded location in a planar metropolis to a sheltered or protected spot in the same or another metropolis.

Passage: Ships (and elsewhales) that provide passage to alternate planes usually do not specialize in passenger service. However, they may have a regular planar trade route on which they are willing to take on passengers in order to supplement their income. Thus, although PCs might not often find passage directly to the plane they are seeking, they may be able to ride on a planar ship for one leg of the journey.

Planar Allies: The *planar ally* spells are common ways to secure travel. Many outsiders have planar travel capabilities either because of spell-like abilities or spellcasting talents. Most are willing to offer the service. A planar ally naturally prefers to bring passengers to a plane that corresponds to its philosophical viewpoint, but one might happily transport a person or group to an opposing plane if doing so furthers one of its causes.

Planar Guide: Certain people have a knack for finding the cracks and chinks between planar borders. They know the portals, the vortices, the trade routes, and the other means for traveling the planes that don't involve spells or other magic. Finding a guide is the hard part; after that, a guide worth her salt can lead a party to a plane she claims as

her specialty in 2d6 days, or refer the PCs to another guide if the plane they seek falls outside her knowledge. Most guides claim a specialty in the connections between only three to four planes.

Planar Ring Gates: Some enterprising wealthy merchant guilds or consortiums have established pairings of *planar ring gates*. These lead from one well-guarded location in a planar metropolis to a similarly protected spot in another. On occasion, the owner of a pair of *planar ring gates* may move them to a requested location, provided that the task is easily done and that the new environment is safe. The larger the risk, the larger the cost.

Spellcasting: Sometimes the easiest way to reach a planar destination is to pay someone to cast either a *gate* spell or a *plane shift* spell.

SPECIAL SUBSTANCES AND ITEMS

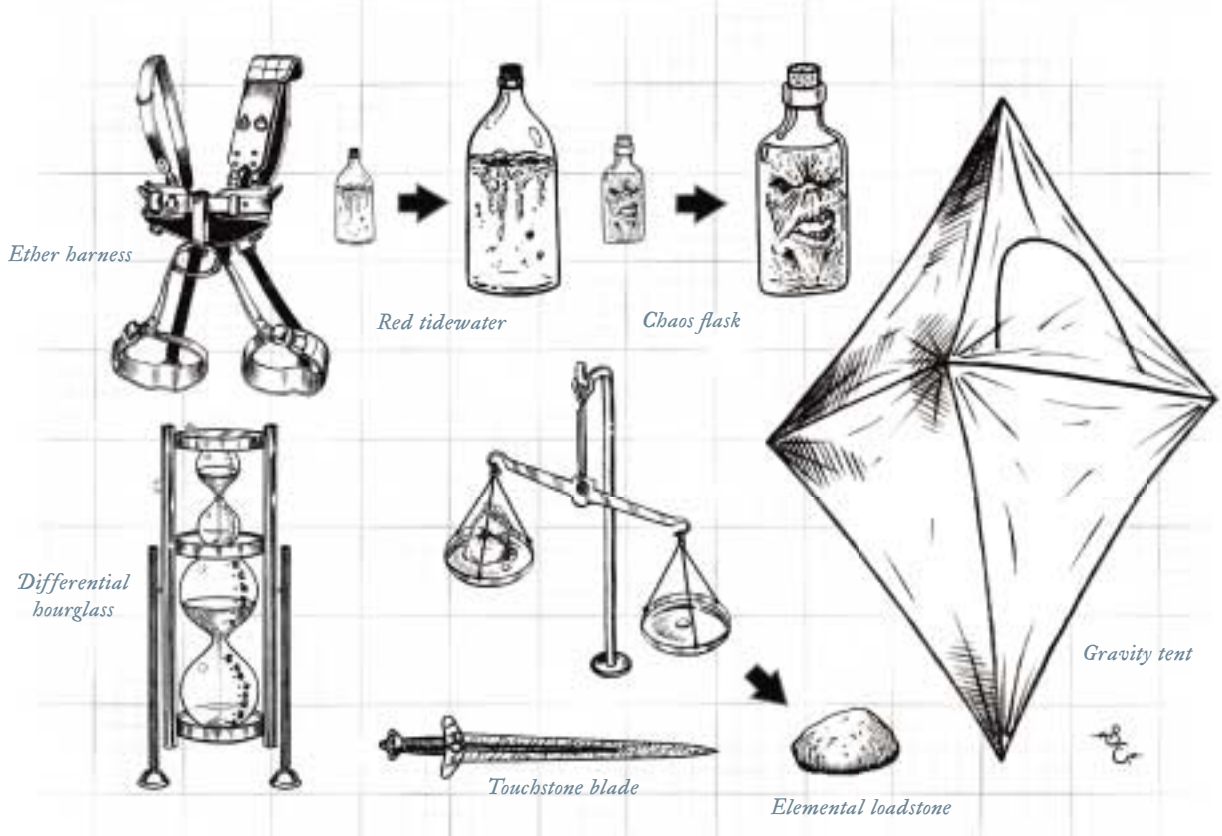
The special substances described here are prized by adventurers both planar and mundane. Most of them can be made with the Craft (alchemy) skill, but require ingredients not available on the Material Plane. Others can't be made at all, but must be recovered from their native environment or purchased.

Anarchic Water: Anarchic water damages lawful outsiders almost as if it were acid. A flask of anarchic water can be thrown as a splash weapon (see the Throw Splash Weapon sidebar). Treat this attack as a ranged touch attack with a range increment of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, the bearer must open the flask and pour the anarchic water out onto the target. Thus, a character can douse an incorporeal creature with anarchic water only if he is adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.

A direct hit by a flask of anarchic water deals 2d4 points of damage to a lawful outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Antitrait Grease: Antitrait grease is made in four varieties—evil, law, chaos, and good—using essences collected from planes on the "opposite" side of the Great Wheel to help moderate the effects of the opposing alignment. When visiting a plane that is aligned, those who smear on antitrait grease ignore penalties on their Charisma checks that mildly aligned planes impose on visitors of opposed alignments. One vial of grease protects a visitor for 1 hour. The Wisdom and Intelligence check penalties associated with strongly aligned planes are not affected.

Atramen Oil: This substance is cold pressed from atramen fruit that grows on shoals of Elemental Earth that have drifted too close to the Negative Energy Plane. A flask of atramen oil can be thrown as a splash weapon (see the Throw Splash Weapon sidebar). Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit



Illus. by B. Chumley

causes the target to take a –4 penalty on Fortitude saves for 1 minute. Every creature within 5 feet of the point where the flask hits takes a –1 penalty on Fortitude saves for 1 minute.

Axiomatic Water: Axiomatic water damages chaotic outsiders almost as if it were acid. A flask of axiomatic water can be thrown as a splash weapon (see the Throw Splash Weapon sidebar). Treat this attack as a ranged touch attack with a range increment of 10 feet. A flask breaks if thrown against the body of a corporeal creature, but to use it against an incorporeal creature, the bearer must open the flask and pour the axiomatic water out onto the target. Thus, a character can douse an incorporeal creature with axiomatic water only if he is adjacent to it. Doing so is a ranged touch attack that does not provoke attacks of opportunity.

A direct hit by a flask of axiomatic water deals 2d4 points of damage to a chaotic outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash.

Bahamut's Breath: Bahamut's breath damages evil outsiders almost as if it were acid, while at the same time, it heals good outsiders as if it were a potion of *cure light wounds*. One ingredient for this alchemical substance is a breath of air gathered from any of the four lowest levels of Celestia.

A flask of Bahamut's breath can be thrown as a splash weapon (see the Throw Splash Weapon sidebar). Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit by a flask deals 2d4 points of damage to an evil outsider. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash. A direct hit by the flask heals 2d4 points of damage to a good outsider. Each such creature within 5 feet of the point where the flask hits is cured of 1 point of damage from the splash.

Celestial Cloak: Planar hunters frequently visit the Wilderness of the Beastlands to slay and skin celestial animals, for, when the beasts are slain on their home plane and their hides properly treated, some of their properties reside in their pelts. A celestial cloak looks much like an ordinary cloak made of fur from the appropriate animal, but it has a golden sheen that is especially evident when viewed under the noonday sun or in the light of the full moon.

When worn, a celestial cloak confers upon its wearer resistance to acid 1, cold 1, and electricity 1. This resistance does not stack with similar benefits gained from other sources.

Chaos Flask: A chaos flask contains a small amount of the raw stuff of the plane of Limbo. This material can be shaped by someone with a strong enough will (DC 13 Wisdom check) into nearly any single nonmagical object, provided the total volume is no greater than that of the flask's contents—with denser objects requiring more of the material. A flask contains enough raw chaos to create a Diminutive metal or stone object, a Tiny wooden object, or a Small cloth or leather object. The user can even shape the matter into a living creature of Diminutive size or smaller, but doing this raises the Wisdom check DC to 18.

Shaping the Limbo matter is a free action, and the user can attempt the Wisdom check once per round. The item so shaped persists for a number of rounds equal to the user's Wisdom score, and then dissipates into nothingness. The user can cause the object to dissipate sooner with another Wisdom check (same DC).

Elemental Loadstone: Although it appears to be an ordinary stone about the size of a sling stone, an elemental loadstone is, in fact, extremely dense, weighing around 50 pounds. A loadstone can be thrown (with a range increment of 5 feet) or fired from a sling (with a range increment of 10 feet) and deals 2d6 points of bludgeoning damage on a successful hit. In addition, some particularly muscular rogues have developed an interesting tactic: slipping elemental loadstones into the pockets of physically weaker opponents by means of Sleight of Hand checks. With enough of these on his person, the average wizard or sorcerer can quickly be rendered immobile.

Liquid Embers: Liquid embers is a sticky adhesive goo not unlike alchemist's fire, except that liquid embers contains ash or soot of an object burned with fire from the Elemental Plane of Fire. A flask of liquid embers can be thrown as a splash weapon (see the Throw Splash Weapon sidebar). Treat this attack as a ranged touch attack with a range increment of 10 feet. A direct hit deals 3d6 points of fire damage. Every creature within 5 feet of the point where the flask hits takes 1d6 points of fire damage from the splash. On the round following a direct hit, the target takes an additional 3d6 points of damage. If desired, the target can use a full-round action to attempt to extinguish the flames before taking this additional damage. Extinguishing the flames requires a DC 17 Reflex save. Rolling on the ground provides the target a +2 bonus on the save. Leaping into a lake or magically extinguishing the flames automatically smothers the fire.

THROW SPLASH WEAPON

Splash weapons, described on page 158 of the *Player's Handbook*, can be slightly more complicated to use on other planes. In order to be effective, a splash weapon must impact a solid surface in order to break—but many planes have abnormal gravity or little in the way of terrain. In such environments, targeting a specific grid intersection or missing a target may not produce any results. A flask will simply continue along the path it was thrown until it collides with something, often far away.

Mechanus Eye: This 2-inch-diameter metallic orb resembles an eye, though streamlined and idealized. These eyes are purportedly salvaged from secret graveyard cogs on Mechanus, where a demolished race who once claimed the plane now lies forgotten. Anyone looking through a Mechanus eye gains a +1 competence bonus on Search checks.

Ocanthus Knife: Ocanthus knives are actually alchemically stabilized shards of magically charged black ice gathered from the fourth layer of Acheron. An ocanthus knife has all the melee weapon characteristics of a dagger, except for the following: On a successful strike, a Medium ocanthus knife deals 2d6 points of damage (a Small knife deals 1d8, and a Large knife deals 3d6). After striking a foe, the knife loses its stability and immediately shatters and melts, gone but for telltale oily residue.

Pure Element: Each flask of pure element contains a small amount of the essence of an Elemental Plane: air, earth, fire, or water, painstakingly recreated from ancient alchemical formulas. The bearer can pour this substance upon other beings or objects by making a melee touch attack (which provokes atacks of opportunity), or hurl it as a thrown weapon that targets a creature. The pure element air, earth, fire, or water contained within then bonds with whatever it touches, temporarily altering the target in a fashion dependent on the element's nature. The effects of the pure element last for 10 minutes, unless otherwise noted.

Transformed by pure element

Air: This clear liquid does not seem to flow from the flask as much drift from it. Objects or creatures exposed to pure element air weigh only one-half their normal weight; creatures so affected gain a +2 bonus on Climb and Jump checks but take a –2 penalty on damage rolls.

Elementals with the air subtype that are exposed to this pure element gain a +2 enhancement bonus to Constitution. Elementals with the earth subtype, as well as objects made of earth or stone, take 2d6 points of damage (this effect overcomes the damage reduction or hardness of such creatures or objects).

Earth: This grayish-brown ooze looks like ordinary mud. Objects or creatures exposed to pure elemental earth weigh twice their normal weight; creatures so affected take a –2 penalty on Balance, Climb, Jump, Ride, Swim, and Tumble checks. The creature also gains damage reduction 1/adamantine.

Elementals with the earth subtype that are exposed to this pure element gain a +2 enhancement bonus to Constitution. Elementals with the air subtype take 2d6 points of damage (this effect overcomes the damage reduction of such creatures).

Fire: This bright orange-yellow liquid bursts from the flask like an explosion. A creature or object exposed to pure elemental fire takes 1d6 points of damage and catches fire unless it succeeds on a DC 15 Reflex save. A creature or object that catches fire takes 1d6 points of fire damage per round for 5 rounds. The flames may be extinguished only by exposure to pure elemental water.

Elementals with the fire subtype that are exposed to this pure element gain a +2 enhancement bonus to Constitution. Elementals with the water subtype take double the initial fire damage dealt by this substance, but do not catch on fire unless they are wearing flammable items.

Water: This liquid appears to be a deep blue, almost indigo water. Living creatures exposed to pure elemental water must make a DC 10 Constitution check or begin drowning. Each round thereafter until 1 minute has elapsed, the DC increases by 1.

Elementals with the water subtype that are exposed to this pure element gain a +2 enhancement bonus to Constitution. Elementals with the fire subtype take 2d6 points of damage.

Red Tidewater: Harvested from areas of red tide on the Elemental Plane of Water, this water is full of an algae that can cause temporary blindness if it gets into a living creature's eyes. A flask of red tidewater can be thrown as a splash weapon (see the Throw Splash Weapon sidebar). Treat this attack as a ranged touch attack with a range increment of 10 feet.

A direct hit forces the target to make a DC 15 Reflex save or be blinded for 2d4 rounds. All those within 5 feet of the point of impact must make a DC 10 Reflex save or be blinded for 1 round. Anyone who fails the save has been exposed to blinding sickness (see Disease, page 292 of the *Dungeon Master's Guide*).

Touchstone Blade: A touchstone blade is a nonmagical masterwork sword or other weapon forged from metal found at the site of a planar touchstone—thus qualifying it as the portable object required by the Planar Touchstone feat. The cost of a touchstone blade is equal to the cost

Illus. by V. Rams

of the weapon plus 500 gp (300 gp for the masterwork weapon, plus another 200 gp for the connection to the planar touchstone). Such items are understandably rare and sold even more rarely, given the magical benefit they can provide.

Table 4–6: Special Substances and Items

Item	Cost	Craft DC	Weight
Anarchic water	50 gp	n/a	1 lb.
Antitrait grease (vial)[1]	50 gp	20 (alchemy)	—
Atramen oil (flask)[1]	50 gp	20 (alchemy)	1 lb.
Axiomatic water	50 gp	n/a	1 lb.
Bahamut's breath (flask)[1]	120 gp	25 (alchemy)	1 lb.
Celestial cloak	1,000 gp	25 (leatherworking)	1 lb.
Chaos flask	100 gp	n/a	1/2 lb.
Elemental loadstone	200 gp	n/a	50 lb.
Liquid embers (flask)[1]	600 gp	25 (alchemy)	1 lb.
Mechanus eye	100 gp	n/a	—
Ocanthus knife[1]	450 gp	25 (alchemy)	1 lb.
Pure element[1]	1,000 gp	25 (alchemy)	1 lb.
Red tidewater	25 gp	n/a	1/2 lb.
Touchstone blade	+500 gp	n/a	—

1 You must be a spellcaster to craft any of these items.

MAGIC ITEMS

In addition to the magic items presented in the *Dungeon Master's Guide*, the following magic items can be found in a planar campaign or in the possession of creatures who have visited the planes.

ARMOR AND SHIELDS

Some of the armor and shield special abilities described here have obvious usefulness for planar travelers. Almost all of them are just as effective on the Material Plane as elsewhere in the multiverse.

Table 4–7: Armor Special Abilities

Special Ability	Base Price Modifier
Amphibious	+21,000 gp
Fire warding	+24,000 gp
Frost warding	+24,000 gp
Hamatula barbs	+2 bonus[1]
Planar tolerance	+25,000 gp
Slimy	+16,200 gp
Styptic	+2 bonus[1]

1 Add to enhancement bonus on Table 7–2: Armor and Shields, page 216 of the *Dungeon Master's Guide*, to determine total market price.

Table 4–8: Shield Special Abilities

Special Ability	Base Price Modifier
Planar tolerance	+25,000 gp
Slimy	+16,200 gp

Special Ability Descriptions

Amphibious: This armor, often decorated with a wave motif, enables a character to breathe water. The wearer also gains a +5 competence bonus on Swim checks.

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *water breathing*; Price +21,000 gp.

Fire Warding: This armor negates the wearer's vulnerability to fire. For example, a frost giant wearing this armor takes only normal damage from fire.

Moderate abjuration; CL 5th; Craft Magic Arms and Armor, *protection from energy*, creator must have the cold subtype; Price +24,000 gp.

Frost Warding: This armor negates the wearer's cold vulnerability. For example, a fire giant wearing this armor takes only normal damage from cold.

Moderate abjuration; CL 5th; Craft Magic Arms and Armor, *protection from energy*, creator must have the fire subtype; Price +24,000 gp.

Hamatula Barbs: Any creature striking the wearer of this armor with a handheld weapon or a natural weapon takes 1d8 points of slashing and piercing damage from the armor's barbs. This damage does not apply to attackers using reach weapons, such as longspears. The wearer is not harmed by the armor's barbs.

Faint transmutation; CL 3rd; Craft Magic Arms and Armor, *hamatula barbs*; Price +2 bonus.

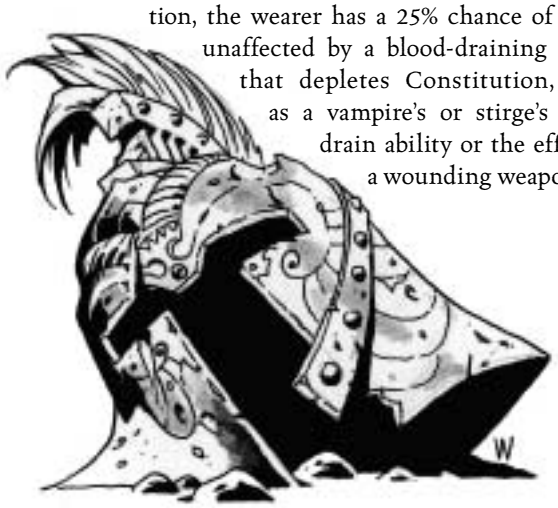
Planar Tolerance: A suit of armor or a shield with this ability negates the natural effects of all planes as if the wearer were affected by a *planar tolerance* spell.

Strong abjuration; CL 8th; Craft Magic Arms and Armor, *planar tolerance*; Price +25,000 gp.

Slimy: A suit of armor or a shield with this property always appears tacky, as if in covered in partially dried, gooey red jelly. Up to three times per day, the wearer can speak a command word to coat himself with the effect of a *babau slime* spell (see page 95).

Faint transmutation; CL 5th; Craft Magic Arms and Armor, *babau slime*; Price 16,200 gp.

Styptic: The wearer of a suit of armor with this property does not suffer ongoing blood loss such as from dying or infernal wounds (see the *infernal wound* spell, page 99). The wounds will automatically close, preventing further hit point loss and stabilizing a dying character. In addition, the wearer has a 25% chance of being unaffected by a blood-draining attack that depletes Constitution, such as a vampire's or stirge's blood drain ability or the effect of a wounding weapon.



Illus. by W. Reynolds

Faint transmutation; CL 7th; Craft Magic Arms and Armor, creator must have 10 ranks in Heal; Price +2 bonus.

WEAPONS

Various planar traits can be incorporated into weapons to enhance their ability to deal damage or death. Each of the melee weapon special abilities described here harnesses the power of the planes in some fashion.

Table 4–9: Melee Weapon Special Abilities

Special Ability	Base Price Modifier
Aquan	+2 bonus[1]
Auran	+2 bonus[1]
Consumptive	+2 bonus[1]
Consumptive burst	+3 bonus[1]
Ignan	+2 bonus[1]
Impedance	+3 bonus[1]
Terran	+2 bonus[1]

1 Add to enhancement bonus on Table 7–2: Armor and Shields, page 216 of the *Dungeon Master's Guide*, to determine total market price.

Special Ability Descriptions

Aquan: An aquan weapon is imbued with the water-dominant planar trait. This power grants the weapon the ability to overcome the damage reduction of any creature with the fire subtype (regardless of what the damage reduction normally specifies). It deals an extra 2d6 points of damage against creatures with the fire subtype. It bestows one negative level on any fire creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the aquan special ability upon their ammunition.

Moderate evocation; CL 7th; Craft Magic Arms and Armor, creator must be of the water subtype; Price +2 bonus.

Auran: An auran weapon is imbued with the air-dominant planar trait. This power grants the weapon the ability to overcome the damage reduction of any creature with the earth subtype (regardless of what the damage reduction normally specifies). It deals an extra 2d6 points of damage against creatures with the earth subtype. It bestows one negative level on any earth creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the auran special ability upon their ammunition.

The greatsword Afterlife

Moderate evocation; CL 7th; Craft Magic Arms and Armor, creator must be of the air subtype; Price +2 bonus.

Consumptive: Upon command, a consumptive weapon is sheathed in light-sucking negative energy. The energy does not harm the wielder. The effect remains until another command is given. A consumptive weapon deals an extra 1d6 points of damage on a successful hit. Bows, crossbows, and slings so crafted bestow the energy upon their ammunition.

Moderate necromancy; CL 7th; Craft Magic Arms and Armor, *enervation*; Price +2 bonus.

Consumptive Burst: A consumptive burst weapon functions as a consumptive weapon that also flares with excess negative energy upon striking a successful critical hit. The negative energy does not harm the wielder. In addition to the extra negative energy damage from the consumptive ability, a consumptive burst weapon bestows one negative level. Bows, crossbows, and slings so crafted bestow the effect upon their ammunition. Even if the consumptive ability is not active, the weapon still bestows one negative level on a successful critical hit.

Moderate necromancy; CL 7th; Craft Magic Arms and Armor, *enervation*; Price +3 bonus.

Ignan: An ignan weapon is imbued with the fire-dominant planar trait. This power grants the weapon the ability to overcome the damage reduction of any creature with the water subtype (regardless of what the damage reduction normally specifies). It deals an extra 2d6 points of damage against creatures with the water subtype. It bestows one negative level on any water creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the ignan special ability upon their ammunition.

Moderate evocation; CL 7th; Craft Magic Arms and Armor, creator must be of the fire subtype; Price +2 bonus.

Impedance: An impedance weapon mimics the impeded magic planar trait. When the wielder strikes a creature that uses spells or spell-like abilities, that creature's ability to use its spells is impeded for 1d6 rounds. To cast an impeded spell or use an impeded spell-like ability, the creature must make a Spellcraft check, Intelligence check, or Charisma check (whatever is most beneficial to the creature) against a DC of 15 + the level of the spell. If the check fails, the spell does not function but is still lost as a prepared spell or a use of a spell-like ability. If the check succeeds, the spell functions normally.

Illus. by D. Martin

Moderate abjuration; CL 11th; Craft Magic Arms and Armor, *antimagic field*; Price +3 bonus.

Terran: A terran weapon is imbued with the earth-dominant planar trait. This power grants the weapon the ability to overcome the damage reduction of any creature with the air subtype (regardless of what the damage reduction normally specifies). It deals an extra 2d6 points of damage against creatures with the air subtype. It bestows one negative level on any air creature attempting to wield it. The negative level remains as long as the weapon is in hand and disappears when the weapon is no longer wielded. This negative level never results in actual level loss, but it cannot be overcome in any way (including *restoration* spells) while the weapon is wielded. Bows, crossbows, and slings so crafted bestow the terran power upon their ammunition.

Moderate evocation; CL 7th; Craft Magic Arms and Armor, creator must be of the earth subtype; Price +2 bonus.

Specific Weapons

The following weapons are usually preconstructed with exactly the qualities described here.

Afterlife: This +2 *consumptive burst unholy greatsword* hungers for the life force of its victims. In addition to its evil nature, once per day the wielder can use *death knell* as a standard action when the wielder touches the tip of *Afterlife* to the body of a fallen foe.

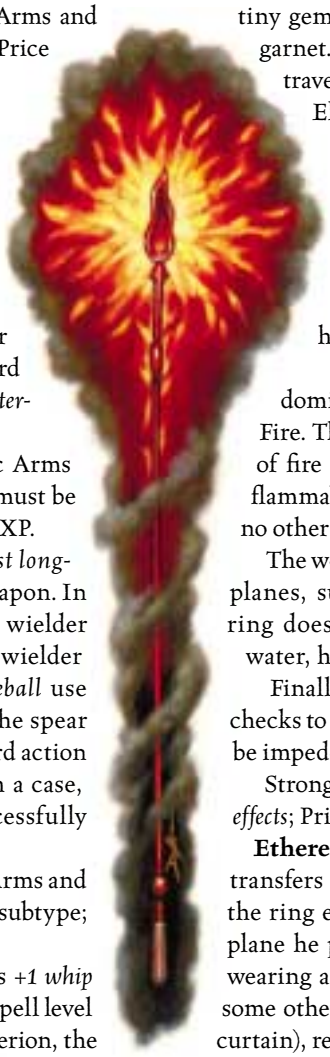
Moderate evocation; CL 7th; Craft Magic Arms and Armor, *death knell, unholy blight,* creator must be evil; Price 105,550 gp; Cost 52,950 gp + 4,208 XP.

Conflagrant: This *+1 ignan flaming burst longspear* can be used in melee or as a thrown weapon. In addition to its fiery traits, once per day the wielder can use *fireball* as a standard action. If the wielder wishes, he may choose to activate the *fireball* use for the day in conjunction with throwing the spear (this attack does not require an extra standard action beyond making the ranged attack). In such a case, the *fireball* detonates only if the spear successfully strikes its target.

Moderate evocation; CL 7th; Craft Magic Arms and Armor, *fireball,* creator must be of the fire subtype; Price 60,305 gp; Cost 30,305 gp + 2,400 XP.

Lethe's Lash: A spellcaster struck by this *+1 whip* loses one spell or spell slot from the highest spell level he can cast. If two or more spells fit this criterion, the caster decides which one becomes inaccessible. The lost spell becomes available again the next time the caster rests and regains spells.

Moderate enchantment; CL 7th; Craft Magic Arms and Armor, *modify memory*; Price 22,301 gp; Cost 11,301 gp + 880 XP.



The longspear Conflagrant

Illus. by D. Martin

Quencher: This *+1 aquan bane (fire outsiders) warhammer* is a fire elemental's worst nightmare. Once per day, the wielder can cast *quench* as a standard action with a range of touch.

Moderate evocation; CL 7th; Craft Magic Arms and Armor, *quench, summon monster I,* creator must be of the water subtype; Price 40,312 gp; Cost 20,312 gp + 1,600 XP.

RINGS

Coveted everywhere, on every plane, magic rings rank among the most versatile and valuable magic items available. Those rings that relate specifically to the planes are even more valuable to planar travelers.

For more information on rings, see page 229 of the *Dungeon Master's Guide*.

Elemental Adaptation: This gold ring is set with four tiny gemstones: a ruby, an emerald, a sapphire, and a garnet. The wearer can ignore many of the dangers of travel on element-dominant planes (including the Elemental Planes themselves), as follows.

The wearer runs no risk of suffocation on earth-dominant planes, such as the Elemental Plane of Earth. However, the ring confers no ability to burrow out of earth; if a character traveling to an earth-dominant plane arrives in solid earth, he still has to dig his way out.

The wearer ignores the high heat of fire-dominant planes, such as the Elemental Plane of Fire. The wearer does not take the usual 3d10 points of fire damage every round, nor do his clothing or flammable possessions catch fire. The ring provides no other protection against fire damage.

The wearer can breathe normally on water-dominant planes, such as the Elemental Plane of Water. The ring does not provide the same benefit in ordinary water, however.

Finally, the wearer gains a +5 bonus on Spellcraft checks to cast spells or use spell-like abilities that would be impeded by an Elemental Plane's magic traits.

Strong abjuration; CL 12th; Forge Ring, *avoid planar effects*; Price 24,000 gp.

Ethereal Travel: Donning this tarnished silver ring transfers the wearer to the Ethereal Plane. Removing the ring ends the effect and returns the wearer to the plane he previously occupied. However, if a character wearing a *ring of ethereal travel* becomes nonethereal by some other means (such as passing through an ethereal curtain), removing the ring has no effect—the character remains where he is, though if he subsequently dons the ring again, he again becomes ethereal.

Strong transmutation; CL 13th; Forge Ring, *ethereal jaunt*; Price 182,000 gp.

Free Magic: This platinum ring, etched with arcane symbols, is designed to counteract the effects of planes

with the limited magic trait. By expending charges from a *ring of free magic*, the wearer can cast spells of the prohibited school, subschool, descriptor, or level as if the limited magic trait didn't exist. The number of charges expended is equal to the level of the spell the wearer wishes to cast.

A newly created *ring of free magic* has 50 charges. When all the charges are expended, the ring becomes a nonmagical item.

Strong evocation; CL 12th; Forge Ring, *imbue with spell ability*; Price 45,000 gp.

Limbo Control: With this mithral ring, the wearer can establish control over a raw area of the Ever-Changing Chaos of Limbo without making the usual Wisdom check. The wearer merely visualizes what sort of environment he wants, and the ring creates it, in a 25-foot-radius sphere centering on the wearer. Further, even if the wearer falls unconscious, the sphere of control retains the form the wearer specified. The wearer can change the form of the controlled area once per round as a free action.

Strong conjuration; CL 12th; Forge Ring, *major creation*; Price 120,000 gp.

Negative Protection: This gleaming white gold ring enables the wearer to ignore the 1d6 points of damage dealt by negative-dominant planes, such as the Negative Energy Plane. Additionally, the wearer cannot gain negative levels while he wears this ring, making the item popular with those who battle undead.

Strong abjuration; CL 12th; Forge Ring, *negative energy protection*; Price 72,000 gp.

Positive Protection: This black iron ring enables the wearer to ignore the blinding effect of positive-dominant planes, such as the Positive Energy Plane. In addition, the wearer does not gain the fast healing ability usually conferred by a positive-dominant plane, nor does the character gain additional hit points when he reaches his normal maximum. Spells that channel positive energy—typically healing spells—have no effect on the wearer (making this item very popular with intelligent undead).

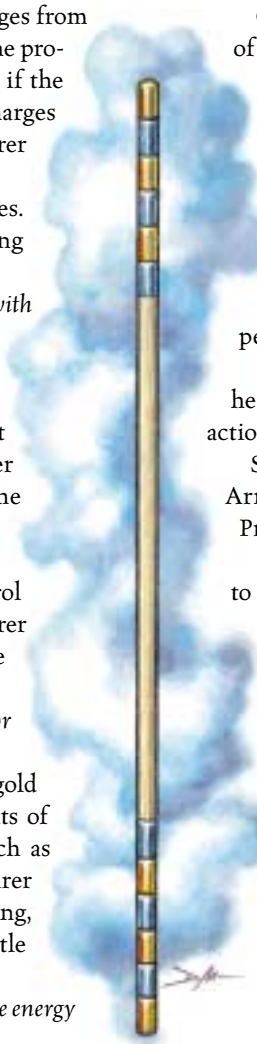
Strong abjuration; CL 12th; Forge Ring, *positive energy protection*; Price 72,000 gp.

Water Breathing: This silver ring is shaped to show a fish biting its own tail. It enables the wearer to breathe freely in water.

Faint transmutation; CL 5th; Forge Ring, *water breathing*; Price 12,000 gp.

RODS

The two magic rods described here represent opposite extremes of the alignment spectrum.



Rod of celestial might

Celestial Might: Carved from a single length of arrow-straight ash, its ends shod in gold and silver bands, this rod is meant to be carried into battle by those who seek to conquer the Lower Planes.

A *rod of celestial might* functions as a +2/+2 *quarterstaff*. If the rod strikes an evil outsider, its wielder can trigger a *holy smite* effect centered on the creature struck. This is a free action and may be used three times per day.

If the wielder is within 60 feet of an evil outsider, he can summon an avoral guardinal as a standard action (as *summon monster VII*).

Strong varied; CL 13th; Craft Rod, Craft Magic Arms and Armor, *summon monster VII*, *holy smite*; Price 110,600 gp; Cost 55,600 gp + 4,400 XP.

Enervating Strike: Crafted from wood exposed to a doldrum (a minor negative-dominant zone) on the Negative Energy Plane itself, a *rod of enervating strike* functions as a *+1 heavy mace*. In addition, any creature it strikes in melee is subject to an *inflict light wounds* spell. If the rod scores a critical hit, the creature is instead targeted by an *inflict serious wounds* spell.

When used on a minor negative-dominant plane, the rod's spell effects are empowered (as by the Empower Spell feat). When used on a major negative-dominant plane, these effects are maximized (as by the Maximize Spell feat).

Strong necromancy; CL 15th; Craft Rod, *inflict serious wounds*; Price 47,312 gp; Cost 23,812 gp + 1,880 XP.

STAFFS

Staffs have great utility in general—being able to hold spells of any level—but are usually created with the Material Plane in mind. The following staffs, if not created on other planes, are at least oriented toward the unusual requirements of planar travel.

For more information on staffs, see page 243 of the *Dungeon Master's Guide*.

Abyssal Iron: Forged from the metal of the Lakes of Molten Iron on the Plain of Infinite Portals (the topmost of the Infinite Layers of the Abyss), this staff looks like nothing more than a particularly long and slightly twisted iron rod, with dents and nicks along its entire length. It gives off an odor of burnt metal, like that in a foundry, and always leaves a dark stain on its wielder's hands. A *staff of abyssal iron* allows use of the following spells:

- *Protection from good* (1 charge)
- *Protection from law* (1 charge)
- *Magic circle against good* (1 charge)
- *Magic circle against law* (1 charge)

Illus. by D. Martin

- *Blasphemy* (4 charges)
- *Word of chaos* (4 charges)
- *Wall of iron* (3 charges)

Strong varied; CL 13th; Craft Staff, *protection from good*, *protection from law*, *magic circle against good*, *magic circle against law*, *blasphemy*, *word of chaos*, *wall of iron*; Price 39,350 gp.

Etherealness: Made of a smoky gray wood, this staff allows use of the following spells.

- *Ethereal jaunt* (2 charges)
- *Etherealness* (3 charges)
- *Teleport object* (3 charges)

Strong varied; CL 17th; Craft Staff, *ethereal jaunt*, *etherealness*, *teleport object*; Price 43,300 gp.

Planes: Designed as an aid to planar travelers, this staff allows use of the following spells.

- *Analyze portal* (1 charge)
- *Gate* (3 charges)
- *Summon monster VI* (2 charges)

Strong varied; CL 17th; Craft Staff, *analyze portal*, *gate*, *summon monster VI*; Price 43,100 gp.

Vitalization: Created from a length of wood that has lain in an edge zone of the Positive Energy Plane, this staff allows use of the following spells.

- *Mass cure light wounds* (1 charge)
- *Mass cure moderate wounds* (2 charges)
- *Mass cure serious wounds* (3 charges)
- *Mass cure critical wounds* (4 charges)
- *Mass heal* (5 charges)

Strong conjuration; CL 17th; Craft Staff, *mass cure light wounds*, *mass cure moderate wounds*, *mass cure serious wounds*, *mass cure critical wounds*, *mass heal*; Price 54,000 gp.

Waves and Depths: Studded along its entire length with tiny aquamarines in gradually darker shades and always slightly damp to the touch, this staff allows use of the following spells.

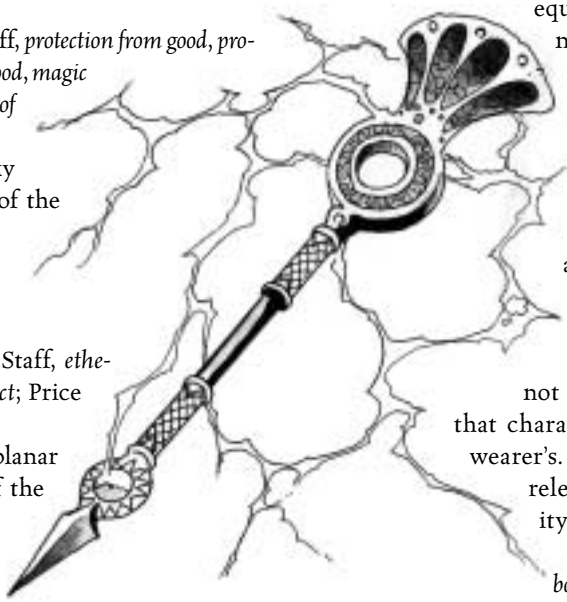
- *Water walk* (1 charge)
- *Control water* (1 charge)

Moderate transmutation; CL 7th; Craft Staff, *water walk*, *control water*; Price 11,200 gp.

Winds and Sky: Topped by a columnar prism of sapphire as long as a human hand, and wrapped with silver filigree, this staff allows use of the following spells.

- *Air walk* (1 charge)
- *Control winds* (1 charge)

Moderate transmutation; CL 9th; Craft Staff, *air walk*, *control winds*; Price 27,000 gp.



Illus. by W. Reynolds

WONDROUS ITEMS

The vast array of wondrous items becomes even more diverse when these planar-related items are made available to characters and creatures in a campaign.

Boots of Gravity: These leather boots allow the wearer to choose the direction of gravity's pull on him and his equipment. The character can move normally on any solid surface by imagining "down" as being whatever is below the boots. A character can make this decision once per round, as a free action. If the wearer of the boots drops an item, it falls toward the ground as normal.

The wearer of the boots can carry another living being, and so long as the wearer does not let go of the second character, that character's gravity is the same as the wearer's. However, as soon as the wearer releases the character, normal gravity takes over.

Technically, a character wearing *boots of gravity* can fly by choosing a solid surface and letting himself fall through the air toward it. A character "flying" in this fashion moves at 60 feet per round. He can turn once per round thereafter by choosing a new "down" and falling in that direction. A falling character loses all "downward" momentum when he redefines his gravity.

Moderate conjuration; CL 7th; Craft Wondrous Item, *false gravity*; Price 50,400 gp; Weight 1 lb.

Cloak of Shadow: This dark gray cloak appears to be made of diaphanous cloth that always seems to be fluttering slightly, as though in a breeze. When worn with the hood up, a *cloak of shadow* gives the wearer a +5 competence bonus on Hide checks in areas of shadowy illumination, but applies a –5 penalty in brightly lit areas. In addition, when the wearer is in complete darkness, he can become incorporeal once per day for up to 1 minute.

The cloak is actually a greater shadow (see page 221 of the *Monster Manual*), bound to the shape of a cloak by magic. Once per day, the wearer can command the shadow to come forth, and it does the wearer's bidding until slain, or until the wearer commands it to return to its cloak form. If the shadow is slain, it reverts to cloak form and can't be brought forth again for seven days (the cloak functions normally, but the shadow can't be activated during this time). If the cloak is destroyed, the shadow is destroyed forever. Should the wearer enter the Plane of Shadow, the greater shadow is free to act on its own—and may well attempt to slay its former master.

Strong conjuration; CL 15th; Craft Wondrous Item, *summon monster VIII*, *ethereal jaunt*; Price 75,000 gp; Weight 1 lb.

Deck of Illusions, Planar: This set of parchment cards is usually found in an ivory, leather, or wooden box. A full deck consists of thirty-four cards. A *planar deck of*

illusions appears identical to a regular *deck of illusions*. As with a regular deck, when a card is drawn at random and thrown to the ground, a *major image* of a creature is formed. The figment lasts until dispelled. The illusory creature cannot move more than 30 feet away from where the card landed, but otherwise moves and acts as if it were real. At all times, it obeys the desires of the character who drew the card. When the illusion is dispelled, the card becomes blank and cannot be used again. If the card is picked up, the illusion is automatically and instantly dispelled.

A regular *deck of illusions* produces illusions of creatures suitable to the environment of the Material Plane. The images of the creatures conjured with a *planar deck of illusions* have a significantly otherworldly focus. The cards in a deck and the illusions they bring forth are summarized on the accompanying table. (Use one of the first two columns to simulate the contents of a full deck, using either ordinary playing cards or tarot cards.)

Playing Card	Tarot Card	Creature
A ♥	IV. The Emperor	Solar (angel)
K ♥	Knight of swords	Planetar (angel)
Q ♥	Queen of staves	Astral deva (angel)
J ♥	King of staves	Ghaele (eladrin)
10 ♥	VII. The Chariot	Avoral (guardinal)
9 ♥	Page of staves	Bralani (eladrin)
8 ♥	Ace of cups	Hound archon
2 ♥	Five of staves	Lantern archon
A ♦	III. The Empress	Elder fire elemental
K ♦	Two of cups	Greater earth elemental
Q ♦	Queen of swords	Huge air elemental
J ♦	XIV. Temperance	Large water elemental
10 ♦	Seven of staves	Medium fire elemental
9 ♦	Four of pentacles	Medium earth elemental
8 ♦	Ace of pentacles	Small air elemental
2 ♦	Six of pentacles	Small water elemental
A ♠	II. The High Priestess	Pit fiend (devil)
K ♠	Three of staves	Horned devil
Q ♠	Four of cups	Erinyes (devil)
J ♠	Knight of pentacles	Barbed devil
10 ♠	Seven of swords	Hellcat (devil)
9 ♠	Three of swords	Chain devil
8 ♠	Ace of swords	Bearded devil
2 ♠	Five of cups	Imp (devil)
A ♣	VIII. Strength	Balor (demon)
K ♣	Page of pentacles	Marilith (demon)
Q ♣	Ten of cups	Succubus (demon)
J ♣	Nine of pentacles	Hezrou (demon)
10 ♣	Nine of staves	Vrock (demon)
9 ♣	King of swords	Babau (demon)
8 ♣	Ace of staves	Dretch (demon)
2 ♣	Five of cups	Quasit (demon)
Joker	Two of pentacles	Illusion of deck's owner
Joker	Two of staves	Illusion of deck's owner (gender reversed)

A randomly generated deck is usually complete (roll of 11–100 on d%), but may be discovered (01–10) with 1d20 of its cards missing. If cards are missing, reduce the price by a corresponding amount.

Faint illusion; CL 6th; Craft Wondrous Item, *major image*; Price 8,100 gp; Weight 1/2 lb.

Gate Compass: This item looks like an ordinary compass. Instead of pointing to true north, a *gate compass* points to an area envisioned by the holder (or to the nearest portal leading to the area). It has the same chance of being on target or off target as if it were casting a *teleport* spell. Once the compass points to an area (either correctly or incorrectly), it will continue to point consistently to the area until it reaches the area or goes to another plane.

Faint divination; CL 5th; Craft Wondrous Item, *divination*; Price 2,500 gp; Weight 1 lb.

Gate Compass, Greater: As a *gate compass*, except that it always points correctly to the desired destination.

Moderate divination; CL 11th; Craft Wondrous Item, *find the path*; Price 10,000 gp; Weight 1 lb.

Ring Gates, Planar: Similar to *ring gates*, these items always come in pairs—two silver-etched iron rings, each about 5 feet in diameter. The rings must be on different planes of existence to function. Whatever is put through one ring comes out the other, and up to 10,000 pounds of material can be transferred each day. (Objects only partially pushed through and then retracted do not count.) This useful device allows for instantaneous transport of items or creatures. A character can reach through to grab items near the other ring or even stab a weapon through if so desired. Alternatively, a character could stick his head through to look around. A spellcaster can cast a spell through a *planar ring gate*. Creatures of Fine, Diminutive, Tiny, Small, or Medium size can pass through easily. A Large creature can make a DC 15 Escape Artist check to slip through. Each ring has an "entry side" and an "exit side," both marked with appropriate symbols.

Strong conjuration; CL 17th; Craft Wondrous Item, *gate*; Price 200,000 gp; Weight 20 lb. each.

Rope of Crossing: This seemingly ordinary rope enables planar travel across the layers of an Outer Plane. While holding one end of the rope, the bearer can hurl the other end up into the air, where it remains magically suspended, or drop the other end down from a height, such as a cliff or a tree. By moving up the rope, climbers can ascend to higher layers on their current plane; by moving down the rope, climbers can descend to lower layers of the plane. The rope magically lengthens or shortens, depending on how many layers the plane has.

Crossing from one layer to the next is accomplished by climbing 10 feet on the rope. When the climber reaches his destination, he merely steps off the rope, and he is on the new layer of the plane. The rope remains in place until the last climber steps off, at which point the bearer can recoil the rope.

If the plane restricts exit or entry via *plane shift* or similar magic, this item fails to function.

Moderate conjuration; CL 9th; Craft Wondrous Item, *plane shift*; Price 90,000 gp; Weight 10 lb.

Sextant of the Planes: A *sextant of the planes* analyzes the environment to give the user a planar bearing. In essence, it determines what planar traits the plane exhibits.

When not in use, the *sextant* appears to be a brass sphere about 4 inches across, nestled into a round brass box about 8 inches in diameter, with designs inscribed over every surface. When the brass sphere is pulled upward, the device "unfolds" to reveal the inner workings, including a series of crystal lenses and a myriad of control knobs and levers. This unfolding process takes 1 full round; restoring the *sextant* to its portable form takes the same amount of time.

Using a *sextant of the planes* takes 1 minute and reveals the following information (see page 147 of the *Dungeon Master's Guide* for more information about planar traits).

- Whether the gravity is normal, heavy, light, objective ("down" is always a specific direction), subjective ("down" is defined by each individual), or nonexistent.
- Whether time passes at the normal rate, faster, slower, or erratically (randomly speeding up or slowing down), or whether time has any noticeable effect on the plane at all.
- Whether the plane is infinite, finite, or self-contained (the edges of the plane wrap around).
- Whether the plane's basic nature is alterable morphic (you can make changes by physical effort), static (the plane never changes), highly morphic (changing as a reaction to various stimuli), magically morphic (you can make changes by casting spells), divinely morphic (deities can change the plane), or sentient (the plane effects its own changes).

Illus. by W. Reynolds

- Whether the element of air, earth, fire, or water is dominant on the plane, or whether the plane is dominated by positive or negative energy.
- Whether the plane is aligned with good or evil, law or chaos, or neutrality, and whether the alignment is mild or strong.
- Whether magic works normally on the plane, or is dead (nonexistent), wild (unpredictable in effect), impeded (spells are more difficult to cast), enhanced (cast as though with metamagic effects), or limited (only spells of certain schools, subschools, descriptors, or levels work).
- The location of any portals within 60 feet of the *sextant*.

A sextant does not reveal the name of the plane it is on, though its user can attempt a DC 18 Knowledge (the planes) check to determine which plane or planes this information corresponds to.

When used within 30 feet of a portal, a *sextant of the planes* can be instructed to provide the same information about the plane on the far side of the portal, as well as whether the portal is one-way or two-way.

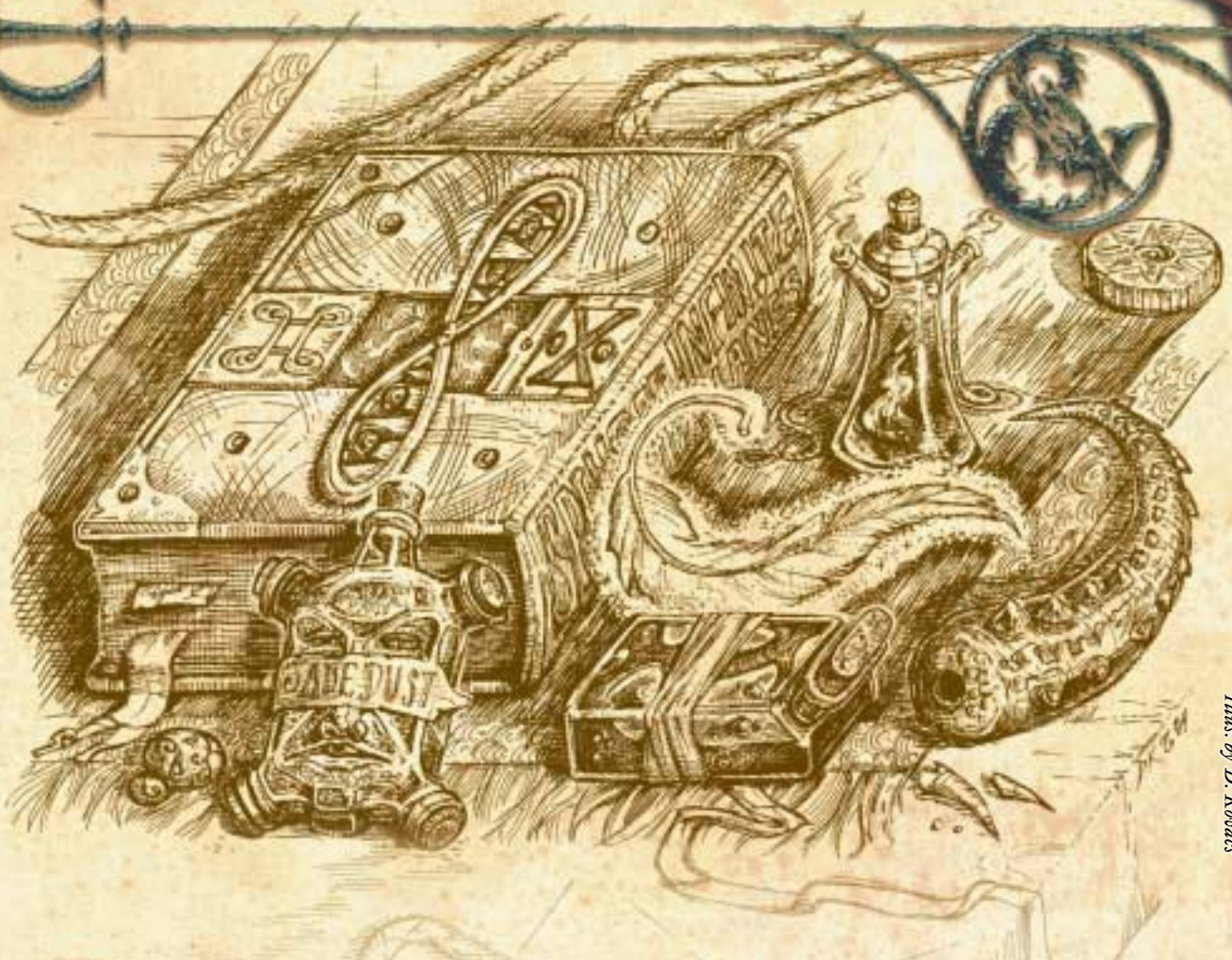
Faint divination; CL 5th; Craft Wondrous Item, *analyze portal* (see *Manual of the Planes*); Price 54,000 gp; Weight 12 lb.

Vestments of Steadfast Spellcasting: Versions of this item can vary greatly in appearance, depending on the race of the garment's creator and the plane upon which it was made. Its appearance ranges from snowy white celestial robes to leaf-adorned, dirt-colored clothing suitable to the Beastlands. *Vestments of steadfast spellcasting* enable the wearer to ignore the magic trait of a plane (except for dead magic planes) and cast spells normally. Depending on the plane visited, the owner of the garment might find it to be of unparalleled utility or might choose to take it off to experience the enhanced spellcasting opportunities certain places afford.

Strong evocation (if *miracle* is used); CL 17th; Craft Wondrous Item, *limited wish* or *miracle*; Price 25,000 gp; Weight 2 lb.

Yeth Horn: This strangely shaped device is a musical instrument concocted of twisted tubes and miniature bellows. When sounded properly (requiring a DC 15 Perform [wind instruments] check), it replicates a yeth hound's bay. All creatures except evil outsiders within a 60-foot spread must succeed on a DC 16 Will save or become panicked for 2d6 rounds. This is a sonic, mind-affecting fear effect. Whether or not the save is successful, an affected creature cannot be affected by the same *yeth horn*'s sound for 24 hours.

Moderate enchantment; CL 7th; Craft Wondrous Item, *fear*, creator must have 5 ranks in Perform (wind instruments); Price 10,000 gp; Weight 1 lb.



Illus. by D. Kovacs

The multiverse contains myriad ways to blend magic, ritual, spellcraft, arcane knowledge, and divine prayer. At any time, some creature on some new plane may find or develop an intriguing new spell to pray for or to complement a spell book.

PLANAR DOMAINS

A planar domain counts as both of a cleric's domain choices. The granted powers of a planar domain are more potent than those of other domains, and each level offers two spells from which a cleric may choose when preparing spells. Each day, a cleric with access to a planar domain chooses one of the two spells available to prepare in his domain spell slot for each spell level. Unlike other domains, planar domains each have an alignment requirement that must be met by a cleric who wants to access the domain.

Though some of the domains below mention deities that can grant access to their followers, a cleric need not select a specific deity to have access to a planar domain. A cleric who devotes himself to a specific alignment (LG, NG, CG, LN, CN, LE, NE, or CE) rather than a deity can select a planar domain in place of his two normal domain choices. If the DM wishes, she can make domains specific to other planes, using these as representative guides.

Most of the spells in the domains described below are found in the *Player's Handbook*; those marked with an asterisk are found in this chapter. An X following a spell name denotes a spell with an XP component paid by the caster. An M or F denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch.

THE ABYSS

Requirement: Must be chaotic evil.

Deities: Blibdoolpoolp (kuo-toa), Diirinka (derro), Great Mother (beholders), Hruggek (bugbears), Lolth (drow), Merrshaulk (yuan-ti).

Granted Power: Once per day as a free action, you may channel the furious power of the demons. This power grants you a +4 bonus to Strength but also gives you a –2 penalty to Armor Class. The effect lasts for 5 rounds and cannot be ended prematurely. This is a supernatural ability.

Add Intimidate to your list of cleric class skills.

Abyss Domain Spells

1 **Align Weapon:** Weapon becomes evil or chaotic.
Cause Fear: One creature of 5 HD or fewer flees for 1d4 rounds.
2 **Bull's Strength:** Subject gains +4 to Strength for 1 min./level.
Death Knell: Kills dying creature; you gain 1d8 temporary hp, +2 to Strength, and +1 level.
3 ***Babau Slime:** Secrete a body-covering acid that damages foes' weapons.
Summon Monster III: Calls extraplanar creature to fight for you (CE creatures only).
4 ***Balor Nimbus:** Subject's flaming body damages foes in grapple.
Poison: Touch deals 1d10 Constitution damage, repeats in 1 min.
5 **Slay Living:** Touch attack kills subject.
Summon Monster V: Calls extraplanar creature to fight for you (CE creatures only).
6 **Bull's Strength, Mass:** As *bull's strength*, affects one subject/level.
Harm: Deals 10 points/level damage to target.
7 **Destruction**[F]**:** Kills subject and destroys remains.
Summon Monster VII: Calls extraplanar creature to fight for you (CE creatures only).
8 **Finger of Death:** Kills one subject.
***Bodak's Glare:** You slay a creature, which turns into a bodak 24 hours later.
9 **Implosion:** Kills one creature/round.
Summon Monster IX: Calls extraplanar creature to fight for you (CE creatures only).

ARBOREA

Requirement: Must be chaotic good.
Deities: Corellon Larethian.
Granted Power: Once per day as a free action, you can channel the glory of the eladrin to grant yourself a morale bonus on weapon damage rolls and saves against charm and fear effects. This bonus is equal to your Charisma bonus (if any) and lasts for 1 minute. This is a supernatural ability.
Add Survival to your list of cleric class skills.

Arborea Domain Spells

1 **Endure Elements:** Exist comfortably in hot or cold environments.
Longstrider: Increases your speed.
2 **Aid:** +1 on attack rolls and saves against fear, 1d8 temporary hp +1/level (max. +10).
Eagle's Splendor: Subject gains +4 to Charisma for 1 min./level.
3 **Heroism:** Gives +2 on attack rolls, saves, and skill checks.
Summon Monster III: Calls extraplanar creature to fight for you (CG creatures only).
4 **Neutralize Poison**: Immunizes subject against poison, detoxifies venom in or on subject.
***Opalescent Glare:** Kill evil creatures with a look, or make them very afraid.
5 **Break Enchantment:** Frees subjects from enchantments, alternations, curses, and petrification.
Summon Monster V: Calls extraplanar creature to fight for you (CG creatures only).
6 **Heroes' Feast:** Food for one creature/level cures and grants combat bonuses.
Eagle's Splendor, Mass: As *eagle's splendor,* affects one subject/level.
7 **Spell Turning:** Reflect 1d4+6 spell levels back at caster.
Summon Monster VII: Calls extraplanar creature to fight for you (CG creatures only).
8 **Heroism, Greater:** Gives +4 bonus on attack rolls, saves, skill checks; immunity to fear; temporary hp.
Mind Blank: Subject is immune to mental/emotional magic and scrying.
9 **Freedom:** Frees one creature from spells/effects that restrict movement.
Summon Monster IX: Calls extraplanar creature to fight for you (CG creatures only).

BAATOR

Requirement: Must be lawful evil.
Deities: Kurtulmak (kobolds), Sekolah (sahuagin), Tiamat (evil dragons).
Granted Power: You have the supernatural ability to see perfectly in darkness of any kind, even that created by a *deeper darkness* spell.
Add Bluff to your list of cleric class skills.

Baator Domain Spells

1 **Bane:** Enemies take –1 on attack rolls and saves against fear.
Disguise Self: Changes your appearance.

Illus. by W. Reynolds

2 **Darkness:** 20-ft. radius of supernatural shadow.
Fox's Cunning: Subject gains +4 to Intelligence for 1 min./level.
3 **Detect Thoughts:** Allows "listening" to surface thoughts.
Summon Monster III: Calls extraplanar creature to fight for you (LE creatures only).
4 **Deeper Darkness:** Object sheds supernatural shadow in 60-ft. radius.
Suggestion: Compels subject to follow stated course of action.
5 **Spell Resistance:** Subject gains SR 12 + level.
Summon Monster V: Calls extraplanar creature to fight for you (LE creatures only).
6 **Dominate Person:** Controls humanoid telepathically.
Fox's Cunning, Mass: As *fox's cunning*, but affects one subject/level.
7 **Repulsion:** Creatures can't approach you.
Summon Monster VII: Calls extraplanar creature to fight for you (LE creatures only).
8 **Demand:** As *sending*, plus you can send *suggestion*.
Spell Turning: Reflect 1d4+6 spell levels back at caster.
9 **Imprisonment:** Entombs subject beneath the earth.
Summon Monster IX: Calls extraplanar creature to fight for you (LE creatures only).

CELESTIA

Requirement: Must be lawful good.

Deities: Bahamut (good dragons), Heironeous, Moradin, Yondalla.

Granted Power: Once per day, as a free action, you can generate an aura of menace similar to that of the archons. The aura lasts for 1 minute. Any hostile enemy within a 20-foot radius of you must succeed on a Will save (DC 10 + 1/2 your cleric level + your Cha modifier) to resist its effects. Those who fail take a –2 penalty on attack rolls, Armor Class, and saves for 24 hours or until they successfully hit you. A creature that has resisted or broken the effect cannot be affected again by your aura for 24 hours. This is a supernatural ability.

Add Sense Motive to your list of cleric class skills.

Celestia Domain Spells

1 ***Light of Lunia:** You radiate silvery light, which you can expend as two bolts that deal 1d6 damage.
Shield of Faith: Aura grants +2 or higher deflection bonus.
2 **Bear's Endurance:** Subject gains +4 to Constitution for 1 min./level.
Shield Other[F]**:** You take half of subject's damage.
3 **Magic Vestment:** Armor or shield gains +1 enhancement per four levels.
Summon Monster III: Calls extraplanar creature to fight for you (LG creatures only).
4 **Divine Power:** You gain attack bonus, +6 to Strength, and 1 hp/level.
Magic Weapon, Greater: +1 bonus/four levels (max +5).
5 **Righteous Might:** Your size increases, and you gain combat bonuses.
Summon Monster V: Calls extraplanar creature to fight for you (LG creatures only).
6 **Blade Barrier:** Wall of blades deals 1d6/level damage.
Bear's Endurance, Mass: As *bear's endurance*, affects one subject/level.
7 **Regenerate:** Subject's severed limbs grow back, cures 4d8 damage +1/level (max +35).
Summon Monster VII: Calls extraplanar creature to fight for you (LG creatures only).
8 **Power Word Stun:** Stuns creatures with 150 or fewer hp.
Shield of Law[F]**:** +4 to AC, +4 resistance, and SR 25 against chaotic spells.
9 **Foresight:** "Sixth sense" warns of impending danger.
Summon Monster IX: Calls extraplanar creature to fight for you (LG creatures only).

ELYSIUM

Requirement: Must be neutral good.

Deities: Pelor.

Granted Power: You gain the supernatural ability to smite evil with a single melee attack once per day. You add your Charisma bonus (if any) to your attack roll and deal an extra 1 point of damage per class level. This smite attack is treated as good-aligned for the purpose of overcoming damage reduction.

At 5th level, and every five levels thereafter, you can use this smite attack one additional time per day.

Elysium Domain Spells

1 **Charm Person:** Makes one person your friend.
Protection from Evil: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.
2 **Enthrall:** Captivates all within 100 ft. + 10 ft./level.
***Planar Tolerance:** Provides long-term protection against overtly damaging planar traits.
3 **Magic Circle against Evil:** As *protection* spell, but 10-ft. radius and 10 min./level.
***Mantle of Good:** You gain SR 12 + caster level against spells with the evil descriptor.
4 **Charm Monster:** Makes monster believe it is your ally.
Holy Smite: Damages and blinds evil creatures.
5 **Dispel Evil:** +4 bonus against attacks.
Cure Light Wounds, Mass: Cures 1d8 damage +1/level for many creatures.
6 **Find the Path:** Shows most direct way to a location.
Mind Fog: Subjects in fog get –10 to Wisdom and Will checks.
7 **Control Weather:** Changes weather in local area.
Holy Word: Kills, paralyzes, blinds, or deafens nongood subjects.
8 **Holy Aura**[F]**:** +4 to AC, +4 resistance and SR 25 against chaotic spells.

Sunburst: Blinds all within 80 ft., deals 6d6 damage.

9 **Heal, Mass:** As *heal*, but with several subjects.

Moment of Prescience: You gain insight bonus on single attack roll, check, or save.

HADES

Requirement: Must be neutral evil.

Deities: None.

Granted Power: You gain the supernatural ability to smite good with a single melee attack once per day. You add your Charisma bonus (if any) to your attack roll and deal an extra 1 point of damage per class level. This smite attack is treated as evil-aligned for the purpose of overcoming damage reduction.

At 5th level, and every five levels thereafter, you can use this smite attack one additional time per day.

Hades Domain Spells

1 **Doom:** Subject is shaken by feeling of horrible dread.

Protection from Good: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

2 ***Resist Planar Alignment:** Subject can resist penalties for being of an opposed alignment on an aligned Outer Plane.

3 **Magic Circle against Good:** As *protection* spell, but 10-ft. radius and 10 min./level.

***Mantle of Evil:** You gain SR 12 + caster level against spells with the good descriptor.

4 **Contagion:** Infects subject with chosen disease.

Unholy Blight: Damages and sickens good creatures.

5 **Crushing Despair:** Subject take –2 on attack rolls, damage rolls, saves, and checks.

Dispel Good: +4 bonus against attacks by good creatures.

6 **Mind Fog:** Subjects in fog get –10 to Wisdom and Will checks.

Waves of Fatigue: Several targets become fatigued.

7 **Blasphemy:** Kills, paralyzes, weakens, or dazes nonevil subject.

Plane Shift[F]**:** As many as eight subjects travel to another plane.

8 **Unholy Aura**[F]**:** +4 to AC, +4 resistance and SR 25 against good spells.

Waves of Exhaustion: Several targets become exhausted.

9 **Energy Drain:** Subject gains 2d4 negative levels.

Gate[X]**:** Connects two planes for travel or summoning.

LIMBO

Requirement: Must be chaotic neutral.

Deities: None.

Granted Power: You gain the supernatural ability to smite law with a single melee attack once per day. You add your Charisma bonus (if any) to your attack roll and deal an extra 1 point of damage per class level. This smite attack is treated as chaotic-aligned for the purpose of overcoming damage reduction.

At 5th level, and every five levels thereafter, you can use this smite attack one additional time per day.

Limbo Domain Spells

1 **Lesser Confusion:** One creature is *confused* for 1 round.

Protection from Law: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

2 **Entropic Shield:** Ranged attacks against you have 20% miss chance.

***Resist Planar Alignment:** Subject can resist penalties for being of an opposed alignment on an aligned Outer Plane.

3 **Magic Circle against Law:** As *protection* spell, but 10-ft. radius and 10 min./level.

***Mantle of Chaos:** You gain SR 12 + caster level against spells with the lawful descriptor.

4 **Chaos Hammer:** Damage and slow lawful creatures.

***Perinarch:** Gain greater control over Limbo's morphic essence.

5 **Baleful Polymorph:** Transforms subject into harmless animal.

Dispel Law: +4 bonus against attacks by lawful creatures.

6 **Animate Objects:** Objects attack your foes.

Insanity: Subject suffers continuous *confusion* effect.

7 **Song of Discord:** Forces targets to attack each other.

Word of Chaos: Kills, *confuses*, stuns, or deafens non-chaotic subject.

8 **Cloak of Chaos**[F]**:** +4 to AC, +4 resistance, and SR 25 against lawful spells.

Otto's Irresistible Dance: Forces subject to dance.

9 ***Perinarch, Planar:** Gain control over a small area of any divinely morphic plane.

Shapechange[F]**:** Transforms you into any creature; change forms once per round.

MECHANUS

Requirement: Must be lawful neutral.

Deities: None.

Granted Power: You gain the supernatural ability to smite chaos with a single melee attack once per day. You add your Charisma bonus (if any) to your attack roll and deal an extra 1 point of damage per class level. This smite attack is treated as lawful-aligned for the purpose of overcoming damage reduction.

At 5th level, and every five levels thereafter, you can use this smite attack one additional time per day.

Mechanus Domain Spells

1 **Command:** One subject obeys selected command for 1 round.

Protection from Chaos: +2 to AC and saves, counter mind control, hedge out elementals and outsiders.

2 **Calm Emotions:** Calms creatures, negating emotion effects.

*__Mechanus Mind__: Reformat subject's mind to be coldly calculating.

3 __Magic Circle against Chaos__: As *protection* spell, but 10-ft. radius and 10 min./level.
*__Mantle of Law__: You gain SR 12 + caster level against spells with the chaotic descriptor.

4 __Discern Lies__: Reveals deliberate falsehoods.
__Order's Wrath__: Damages and dazes chaotic creatures.

5 __Dispel Chaos__: +4 bonus against attacks by chaotic creatures.
__Mark of Justice__: Designates action that will trigger *curse* on subject.

6 __Hold Monster__: As *hold person*, but any creature.
*__Wall of Gears__: Creates wall of moving gears that deals 1d6 damage/2 levels to creatures within 10 ft.

7 __Dictum__: Kills, paralyzes, slows, or deafens nonlawful subject.
__Hold Person, Mass__: As *hold person*, but all within 30 ft.

8 __Iron Body__: Your body becomes living iron.
__Shield of Law__[F]: +4 to AC, +4 resistance, and SR 25 against chaotic spells.

9 *__Call Marut__: A marut aids you in pursuing one seeking to cheat time.
__Mordenkainen's Disjunction__: Dispels magic, disenchants magic items.

SPELL LISTS

This section contains the spell lists for new spells described in this book that have a planar element or are otherwise related to a multiplanar perspective. Spell descriptions in alphabetical order by spell name follow the class spell lists. An X following a spell name denotes a spell with an XP component paid by the caster. An M or F denotes a spell with a material or focus component, respectively, that is not normally included in a spell component pouch.

BARD SPELLS

1st-Level Bard Spells

__Beastland Ferocity__: Subject fights without penalty while disabled or dying.

__Locate Touchstone__: Find nearest planar touchstone on the plane you currently inhabit.

2nd-Level Bard Spells

__Cloak Pool__: Hide a color pool on the Astral Plane from view.

__Discolor Pool__: Change the color of a color pool on the Astral Plane.

__Summon Elysian Thrush__: Summon an Elysian thrush, which accelerates natural healing.

3rd-Level Bard Spells

__Analyze Portal__: Find a nearby portal and discover its properties.

__Analyze Touchstone__: Find a nearby planar touchstone and discover its properties.

4th-Level Bard Spell

__Lay of the Land__: You gain an overview of the geography around you.

BLACKGUARD SPELLS

3rd-Level Blackguard Spell

__Mantle of Evil__: You gain SR 12 + caster level against spells with the good descriptor.

4th-Level Blackguard Spell

__Unholy Storm__[M]: Evil-aligned rain falls in 20-ft. radius.

CLERIC SPELLS

1st-Level Cleric Spells

__Anarchic Water__[M]: Makes chaotic-aligned anarchic water.

__Axiomatic Water__[M]: Makes lawful-aligned anarchic water.

__Light of Lunia__: You radiate silvery light, which you can expend as 2 bolts that deal 1d6 damage.

__Resist Planar Alignment__: Subject can resist penalties for being of an opposed alignment on an aligned Outer Plane.

2nd-Level Cleric Spells

__Avoid Planar Effects__: Provides temporary protection against overtly damaging planar traits.

__Light of Mercuria__: You radiate golden light, which you can expend as 2 bolts that deal 1d6 damage, 2d6 against undead and evil outsiders.

__Locate Touchstone__: Find nearest planar touchstone on the plane you currently inhabit.

__Summon Elysian Thrush__: Summon an Elysian thrush, which accelerates natural healing.

3rd-Level Cleric Spells

__Anarchic Storm__[M]: Chaotic-aligned rain falls in 20-ft. radius.

__Analyze Touchstone__: Find a nearby planar touchstone and discover its properties.

__Attune Form__: Grant target creature temporary protection against overtly damaging planar traits.

__Axiomatic Storm__[M]: Lawful-aligned rain falls in 20-ft. radius.

__Devil Blight__: Damage and confuse baatezu; damage other lawful and evil creatures.

__Hamatula Barbs__: Subjects grow barbs, which damage foes that attack subject in melee.

__Holy Storm__[M]: Good-aligned rain falls in 20-ft. radius.

Light of Venya: You radiate silvery light, which you can expend as 2 bolts that either deal 3d6 against evil outsiders and undead or heal 3d6 points of damage.
Mantle of Chaos/Evil/Good/Law: You gain SR 12 + caster level against spells with opposite alignment descriptor.
Protection from Negative Energy: Ignore 10 points of negative energy damage per attack.
Protection from Positive Energy: Ignore 10 points of positive energy damage per attack.
Unholy Storm[M]: Evil-aligned rain falls in 20-ft. radius.

4th-Level Cleric Spells

Astral Hospice: While on the Astral Plane, open a portal to a demiplane so natural healing can occur.
Balor Nimbus: Subject's flaming body damages foes in grapple.
Demon Dirge: Demons are stunned and take 3d6 damage/round for 1d4 rounds.
Evil Glare: Paralyze creature with your glare.
Focus Touchstone Energy: Convert unused touchstone abilities into temporary hit points.
Infernal Wound: Weapon inflicts persistent, bleeding wounds.
Negative Energy Aura: 10-ft. radius surrounding you deals 2 points of damage/round.
Planar Exchange, Lesser: Trade places with one of four lesser planar creatures (your choice).
Planar Tolerance: Provides long-term protection against overtly damaging planar traits.
Positive Energy Aura: 10-ft. radius surrounding you heals 2 points of damage/round.
Spell Vulnerability: Reduce target creature's spell resistance by 1 per caster level (max reduction 15).
Summon Bearded Devil: Summon a bearded devil to follow your commands.
Summon Hound Archon: Summon a hound archon to follow your commands.

5th-Level Cleric Spells

Call Zelekhut[X]: A zelekhut aids you in hunting a fugitive.
Death Throes: Your body explodes when you die.
Opalescent Glare: Kill evil creatures with a look, or make them very afraid.
Summon Bralani Eladrin: Summon a bralani eladrin to follow your commands.
Unholy Storm[M]: Evil-aligned rain falls in 20-ft. radius.

6th-Level Cleric Spells

Barghest's Feast[M]: Destroy target corpse, potentially preventing its return to life.
Planar Exchange: Trade places with one of three planar creatures (your choice).
Summon Babau Demon: Summon a babau demon to follow your commands.

7th-Level Cleric Spells

Call Kolyarut[X]: A kolyarut aids you in punishing an oathbreaker.
Planar Bubble: Create bubble around target creature that emulates target's native planar environment.
Plane Shift, Greater: *Plane shift* accurately to your desired destination.

8th-Level Cleric Spells

Bodak's Glare: You slay a creature, which turns into a bodak 24 hours later.
Fierce Pride of the Beastlands: Summon celestial lions and celestial dire lions to follow your commands.
Planar Exchange, Greater: Trade places with one of three greater planar creatures (your choice).

9th-Level Cleric Spells

Abyssal Army: Summons demons to fight for you.
Call Marut[X]: A marut aids you in pursuing one seeking to cheat time.
Heavenly Host: Summons archons to fight for you.
Hellish Horde: Summons devils to fight for you.
Hunters of Hades: Summons a pair of pack fiends to follow your commands.

DRUID SPELLS

1st-Level Druid Spells

Beastland Ferocity: Subject fights without penalty while disabled or dying.
Locate Touchstone: Find nearest planar touchstone on the plane you currently inhabit.
Resist Planar Alignment: Subject can resist penalties for being of an opposed alignment on an aligned Outer Plane.

2nd-Level Druid Spells

Avoid Planar Effects: Provides temporary protection against overtly damaging planar traits.

3rd-Level Druid Spells

Attune Form: Grant target creature temporary protection against overtly damaging planar traits.
Babau Slime: Secrete a body-covering acid that damages foes' weapons.

4th-Level Druid Spells

Lay of the Land: You gain an overview of the geography around you.
Perinarch: Gain greater control over Limbo's morphic essence.
Planar Tolerance: Provides long-term protection against overtly damaging planar traits.
Summon Elementite Swarm: Summon an elementite swarm to follow your commands.

Touchstone Lightning: Use your Planar Touchstone-granted higher-order abilities to fuel damaging rays.

5th-Level Druid Spells

Astral Hospice: While on the Astral Plane, open a portal to a demiplane so natural healing can occur.

Focus Touchstone Energy: Convert unused touchstone abilities into temporary hit points.

6th-Level Druid Spells

Miasma of Entropy: Rot all natural materials in 30-ft. cone-shaped burst.

Summon Greater Elemental: Summon a greater elemental to follow your commands.

9th-Level Druid Spell

Perinarch, Planar: Gain control over a small area of any divinely morphic plane.

PALADIN SPELLS

1st-Level Paladin Spells

Axiomatic Water[M]**:** Makes lawful-aligned anarchic water.

Resist Planar Alignment: Subject can resist penalties for being of an opposed alignment on an aligned Outer Plane.

3rd-Level Paladin Spells

Holy Storm[M]: Good-aligned rain falls in 20-ft. radius.

Mantle of Good/Law: You gain SR 12 + caster level against spells with opposite alignment descriptor.

4th-Level Paladin Spell

Axiomatic Storm[M]: Lawful-aligned rain falls in 20-ft. radius.

RANGER SPELLS

1st-Level Ranger Spells

Lay of the Land: You gain an overview of the geography around you.

Resist Planar Alignment: Subject can resist penalties for being of an opposed alignment on an aligned Outer Plane.

4th-Level Ranger Spell

Planar Tolerance: Provides long-term protection against overtly damaging planar traits.

SORCERER/WIZARD SPELLS

1st-Level Sorcerer/Wizard Spells

Abjur **Resist Planar Alignment:** Subject can resist penalties for being of an opposed alignment on an aligned Outer Plane.

Div **Locate Touchstone:** Find nearest planar touchstone on the plane you currently inhabit.

Evoc **Light of Lunia:** You radiate silvery light, which you can expend as 2 bolts that deal 1d6 damage.

2nd-Level Sorcerer/Wizard Spells

Ench **Mechanus Mind:** Reformat subject's mind to be coldly calculating.

Evoc **Light of Mercuria:** You radiate golden light, which you can expend as 2 bolts that deal 1d6 damage, 2d6 against undead and evil outsiders.

Illus **Cloak Pool:** Hide a color pool on the Astral Plane from view.

Discolor Pool: Change the color of a color pool on the Astral Plane.

Trans **Belker Claws:** One touch/level deals 3d4 damage and lingers +1 round/3 levels.

3rd-Level Sorcerer/Wizard Spells

Abjur **Avoid Planar Effects:** Provides temporary protection against overtly damaging planar traits.

Div **Analyze Portal:** Find a nearby portal and discover its properties.

Analyze Touchstone: Find a nearby planar touchstone and discover its properties.

Evoc **Light of Venya:** You radiate silvery light, which you can expend as 2 bolts that either deal 3d6 against evil outsiders and undead or heal 3d6 points of damage.

Trans **Babau Slime:** Secrete a body-covering acid that damages foes' weapons.

Devil Blight: Damage and confuse baatezu; damage other lawful and evil creatures.

Hamatula Barbs: Subjects grow barbs, which damage foes that attack subject in melee.

Spell Vulnerability: Target takes penalty on spell resistance equal to caster level.

4th-Level Sorcerer/Wizard Spells

Necro **Evil Glare:** Paralyze creature with your glare.

Trans **Attune Form:** Grant target creature temporary protection against overtly damaging planar traits.

Balor Nimbus: Your flaming body damages foes in grapple.

Corporeal Instability: Transform a target creature into an amorphous mass.

Demon Dirge: Demons are stunned and take 3d6 damage/round for 1d4 rounds.

False Gravity: Travel on a solid surface as if that surface had its own gravity.

Infernal Wound: Weapon inflicts persistent, bleeding wounds.

Perinarch: Gain greater control over Limbo's morphic essence.

Touchstone Lightning: Use your planar touchstone-granted higher-order abilities to fuel damaging rays.

5th-Level Sorcerer/Wizard Spells

Abjur **Planar Tolerance:** Provides long-term protection against overtly damaging planar traits.

Conj **Call Zelekhut[X]:** A zelekhut aids you in hunting a fugitive.

Precipitate Breach: You can force planar boundaries to rip, creating a planar breach.

Necro **Death Throes:** Your body explodes when you die.

Opalescent Glare: Kill evil creatures with a look, or make them very afraid.

6th-Level Sorcerer/Wizard Spells

Abjur **Seal Portal:** Seal an interplanar portal or *gate*.

Conj **Wall of Gears:** Creates wall of moving gears that deals 1d6 damage/2 levels to creatures within 10 ft.

Div **Rary's Interplanar Telepathic Bond:** Link lets allies communicate across planes.

7th-Level Sorcerer/Wizard Spells

Abjur **Planar Bubble:** Create bubble around target creature that emulates target's native planar environment.

Conj **Call Kolyarut[X]:** A kolyarut aids you in punishing an oath-breaker.

Necro **Barghest's Feast[M]:** Destroy target corpse, potentially preventing its return to life.

Miasma of Entropy: Rot all natural materials in 30-ft. cone-shaped burst.

8th-Level Sorcerer/Wizard Spells

Conj **Fierce Pride of the Beastlands:** Summon celestial lions and celestial dire lions to follow your commands.

Plane Shift, Greater: *Plane shift* accurately to your desired destination.

9th-Level Sorcerer/Wizard Spells

Conj **Abyssal Army:** Summons demons to fight for you.

Call Marut[X]: A marut aids you in pursuing one seeking to cheat time.

Heavenly Host: Summons archons to fight for you.

Hellish Horde: Summons devils to fight for you.

Precipitate Complete Breach[M] [X]: You rip wide the boundary between two planes.

Trans **Perinarch, Planar:** Gain control over a small area of any divinely morphic plane.

SPELLS

Abyssal Army

Conjuration (Summoning) [Chaotic, Evil]
Level: Cleric 9, sorcerer/wizard 9
Components: V, S
Casting Time: 10 minutes
Range: Medium (100 ft. + 10 ft./level)
Effect: Two or more summoned creatures, no two of which can be more than 30 ft. apart
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: No

This spell summons a pack of demons from the Infinite Layers of the Abyss to serve you.

When the spell is complete, 2d4 dretches appear. Ten minutes later, 1d4 babau demons appear. Ten minutes after that, one vrock demon appears. Each creature has maximum hit points per Hit Die. Once these creatures appear, they serve you for the duration of the spell.

The demons obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the demons. You can dismiss them singly or in groups at any time.

Analyze Portal

Divination
Level: Bard 3, sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 minute
Range: 60 ft.
Area: Cone-shaped emanation from you to the extreme of the range
Duration: Concentration, up to 1 round/level (D)
Saving Throw: See text
Spell Resistance: No

You can tell whether an area contains a portal. If you study an area for 1 round, you know the sizes and locations of any portals in the area. Once you find a portal, you can study it. (If you find more than one portal, you can study only one at a time.)

Each round you study a portal, you can discover one property of the portal, in this order:

- Any key or command word needed to activate the portal.
- Any special circumstances governing the portal's use (such as specific times when it can be activated).
- Whether the portal is one-way or two-way.
- A glimpse of the area where the portal leads. You can look at the area where the portal leads for 1 round; the range of the caster's vision is the spell's range. *Analyze portal* does not allow other divination spells or spell-like abilities to extend through the portal. For example, you cannot also use *detect magic* or *detect evil* to study the area where the portal leads while viewing the area with *analyze portal*.

For each property, you make a caster level check (1d20 + caster level) against DC 17. If fail, you can try again in the next round.

Analyze portal has only a limited ability to reveal unusual properties, as follows:

- Random Portals: The spell reveals only that the portal is random and whether it can be activated now. It does not reveal when the portal starts or stops functioning.
- Variable Portals: The spell reveals only that the portal is variable. If the caster studies the portal's destination, the spell reveals only the destination to which the portal is currently set.
- Creature-Only Portals: The spell reveals this property. If the caster studies the portal's destination, the spell reveals where the portal sends creatures. If it is the kind of portal that sends creatures to one place and their equipment to another place, the spell does not reveal where the equipment goes.
- Malfunctioning Portals: The spell reveals only that the portal is malfunctioning, not what sort of malfunction the portal produces.

Material Components: A crystal lens and a small mirror.

Analyze Touchstone

Divination
Level: Bard 3, cleric 3, sorcerer/wizard 3
Components: V, S, M
Casting Time: 1 minute
Range: 60 ft.
Area: A quarter circle emanating from you to the extreme of the range
Duration: Concentration, up to 1 round/level (D)
Saving Throw: See text
Spell Resistance: No

You can tell whether an area contains a planar touchstone. If you study an area for 1 round, you know the location of any touchstone in the area. Once you find a touchstone, you can study it. (If you find more than one touchstone—an extremely rare occurrence—you can study only one at a time.)

Each round you study a touchstone, you can discover one property of the touchstone, in this order:

- The base ability gained by someone who takes the Planar Touchstone feat related to the site.
- Any conditions that must be met in order to recharge the higher-order ability granted by the site.
- The higher-order ability gained by someone who visits the touchstone and fulfills the recharge condition.
- The number of uses of the higher-order ability that the character gains from visiting the site and fulfilling the recharge condition.

For each of these properties, you make a caster level check (1d20 + caster level) against DC 15. If you fail, you can try again in the next round.

Material Components: A crystal lens, a drop of ink, and a piece of paper or parchment.

Anarchic Storm

Conjuration (Creation) [Chaotic, Water]
Level: Cleric 3
Components: V, S, M/DF
Casting Time: 1 standard action
Area: 20-ft. radius, centered on you
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

A driving rain falls around you. It falls in a fixed area once created. The storm reduces hearing and visibility, resulting in a –4 penalty on Listen, Spot, and Search checks. It also applies a –4 penalty on all ranged attacks made into, out of, or through the storm. Finally, it automatically extinguishes any unprotected flames and has a 50% chance to extinguish protected flames (such as those of lanterns).

The rain damages lawful creatures, dealing 2d6 points of damage per round (lawful outsiders take double damage). In addition, each round, a bolt of lightning strikes a randomly selected lawful outsider within the spell's area, dealing 5d6 points of electricity damage. After the spell's duration expires, the water disappears.

Material Component: A flask of anarchic water (see page 75).

Anarchic Water

Transmutation [Chaotic]
Level: Cleric 1
Components: V, S, M
Casting Time: 1 minute
Range: Touch
Target: Flask of water touched
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

This transmutation imbues a flask (1 pint) of water with the energy of chaos, turning it into anarchic water (see page 75).

Material Component: 5 pounds of powdered iron and silver (worth 25 gp).

Astral Hospice

Conjuration (Teleportation)
Level: Cleric 4, druid 5
Components: V, S, M
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Effect: See text
Duration: 1 day/level
Saving Throw: None
Spell Resistance: No

This spell opens up a small planar portal from the Astral Plane to a demiplane where natural healing can occur (unlike on the Astral Plane itself). The firm surface of the demiplane is roughly 50 feet square, and the demiplane extends 50 feet above the surface. The demiplane's traits (including time, gravity, and magic) match those of the Material Plane, and the demiplane is self-contained; walking to one end returns a character to the point from which he began. The demiplane has no unusual planar traits.

The only way in or out of the demiplane is through the entrance created by the caster, and only those

named or described by the caster upon the casting of the spell may enter. The portal continues to exist on the Astral Plane only while the hospice demiplane exists. When the caster leaves the demiplane, the portal seals shut and vanishes. Anyone still in the hospice demiplane at that time appears on the Astral Plane at the location of the hospice's entrance.

Material Component: A single flawless gemstone of at least 250 gp value.

Attune Form

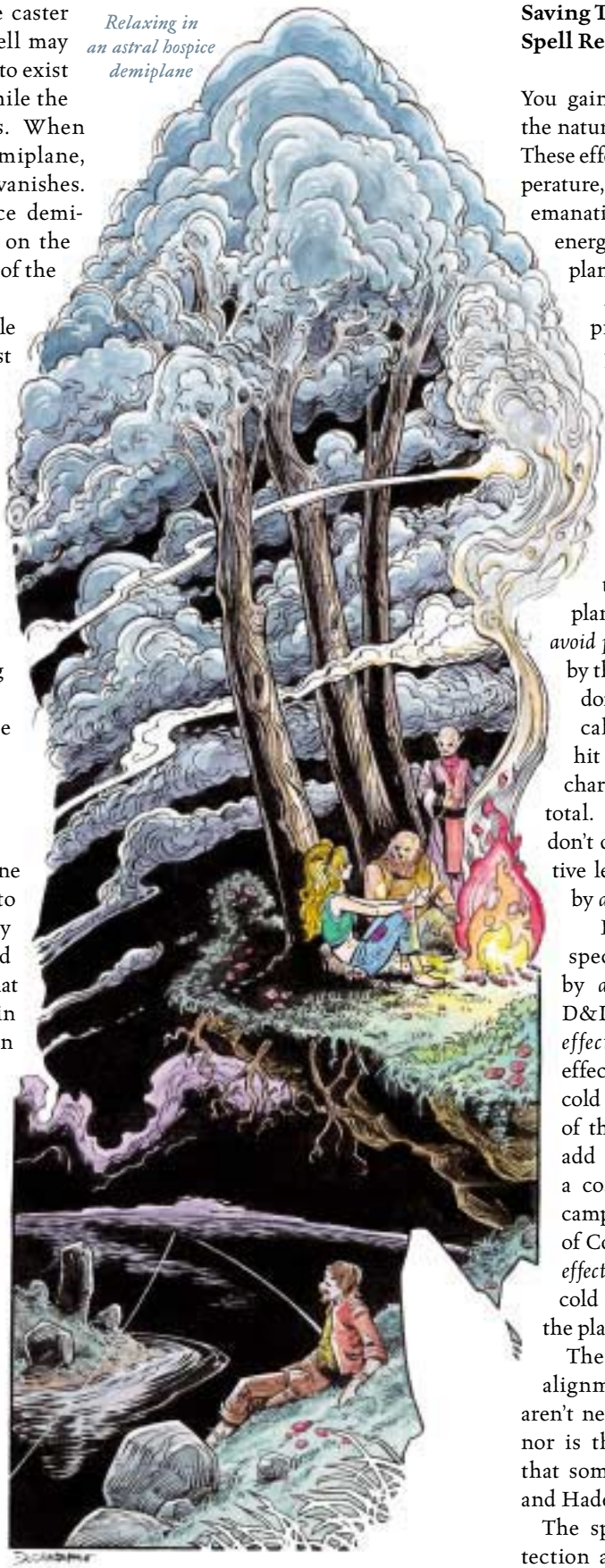
Transmutation
Level: Cleric 3, druid 3, sorcerer/wizard 4
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: One or more living creatures touched
Duration: 2 hours/level (see text)
Saving Throw: None
Spell Resistance: No

This spell allows you to attune the affected creatures to the plane you are currently on, negating harmful and negative natural effects of that plane. Affected creatures gain the protections described in the *avoid planar effects* spell (see below).

Material Component: A bit of stone or earth from your home plane.

Avoid Planar Effects

Abjuration
Level: Cleric 2, druid 2, sorcerer/wizard 3
Components: V
Casting Time: 1 standard action
Range: 20 ft.
Targets: One creature/level in a 20-ft.-radius burst centered on you
Duration: 1 minute/level



Relaxing in an astral hospice demiplane

Illus. by D. Crabapple

Saving Throw: None
Spell Resistance: Yes (harmless)

You gain a temporary respite from the natural effects of a specific plane. These effects include extremes in temperature, lack of air, poisonous fumes, emanations of positive or negative energy, or other attributes of the plane itself.

Avoid planar effects provides protection from the 3d10 points of fire damage that characters normally take when on a plane with the fire-dominant trait. *Avoid planar effects* allows a character to breathe water on a water-dominant plane and ignore the threat of suffocation on an earth-dominant plane. A character protected by *avoid planar effects* can't be blinded by the energy of a major positive-dominant plane and automatically stops gaining temporary hit points when they equal the character's full normal hit point total. Negative-dominant planes don't deal damage or bestow negative levels to characters protected by *avoid planar effects*.

In addition, some effects specific to a plane are negated by *avoid planar effects*. In the D&D cosmology, *avoid planar effects* negates the deafening effect of Pandemonium and the cold damage on the Cania layer of the Nine Hells. The DM can add additional protections for a cosmology he creates. If the campaign has an Elemental Plane of Cold, for example, *avoid planar effects* protects against the base cold damage dealt to everyone on the plane.

The effects of gravity traits, alignment traits, and magic traits aren't negated by *avoid planar effects*, nor is the special entrapping trait that some planes (such as Elysium and Hades) have.

The spell does not provide protection against creatures, native or

otherwise, nor does it protect against spells, special abilities, or extreme and nonnatural formations within the plane. This spell allows you to survive on the Elemental Plane of Earth, but it won't protect you if you walk into a pool of magma on that same plane.

Axiomatic Storm

Conjuration (Creation) [Lawful, Water]
Level: Cleric 3, paladin 4
Components: V, S, M/DF
Casting Time: 1 standard action
Area: 20-ft. radius, centered on you
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

A driving rain falls around you. It falls in a fixed area once created. The storm reduces hearing and visibility, resulting in a –4 penalty on Listen, Spot, and Search checks. It also applies a –4 penalty on all ranged attacks made into, out of, or through the storm. Finally, it automatically extinguishes any unprotected flames and has a 50% chance to extinguish protected flames (such as those of lanterns).

The rain damages chaotic creatures, dealing 2d6 points of damage per round (chaotic outsiders take double damage). In addition, each round, a gout of acid strikes a randomly selected chaotic outsider within the spell's area, dealing 5d6 points of acid damage. After the spell's duration expires, the water disappears.

Material Component: A flask of axiomatic water (see page 76).

Axiomatic Water

Transmutation [Lawful]
Level: Cleric 1, paladin 1
Components: V, S, M
Casting Time: 1 minute
Range: Touch
Target: Flask of water touched
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

This transmutation imbues a flask (1 pint) of water with the order of law, turning it into axiomatic water (see page 76).

Material Component: 5 pounds of powdered iron and silver (worth 25 gp).

Babau Slime

Transmutation
Level: Druid 3, sorcerer/wizard 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Fortitude negates (harmless) and Reflex negates; see text
Spell Resistance: Yes (harmless)

This demon-inspired transmutation causes the subject to secrete a slimy red layer of jelly that coats her skin, armor, and equipment. While the slime does not harm the subject or her equipment, any other weapon that touches it takes 1d8 points of acid damage from the corrosive goo, and the weapon's hardness does not reduce this damage. A magic weapon may attempt a Reflex save to avoid taking this damage. A creature who strikes a slime-protected subject with an unarmed attack, unarmed strike, touch spell, or natural weapon takes this damage as well but can negate the damage with a Reflex save.

Material Component: A drop of babau slime.

Balor Nimbus

Transmutation
Level: Cleric 4, sorcerer/wizard 4
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

Like the legendary balor, your body bursts into lurid flames. The flames do not harm you or any equipment you carry or wear. However, each round, the flames deal 6d6 points of fire damage to any creature grappling you (or any creature you grapple) on your turn.

Material Component: A pinch of soot.

Barghest's Feast

Necromancy [Evil]
Level: Cleric 6, sorcerer/wizard 7
Components: V, S, M
Casting Time: 1 round
Range: Touch
Target: Corpse touched
Duration: Instantaneous
Saving Throw: Will negates (object)
Spell Resistance: Yes (object)

Black flames flicker over a corpse, utterly consuming it. You destroy the remains of a dead person or creature, preventing any form of raising or resurrection that requires part of the corpse. There is a 50% chance that a *wish*, *miracle*, or *true resurrection* spell cannot restore to life a victim consumed by a *barghest's feast* spell. Check once for each destroyed creature. If the d% roll fails, the creature cannot be brought back to life by mortal magic.

Material Component: A diamond worth 5,000 gp.

Beastland Ferocity

Enchantment (Compulsion) [Mind-Affecting]
Level: Bard 1, druid 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

You unleash the savage will to survive inherent in every creature. The subject becomes such a tenacious combatant that it continues to fight without penalty even while disabled or dying. If the creature is reduced to –10 hit points, it dies normally.

Belker Claws

Transmutation [Air]
Level: Sorcerer/wizard 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature or creatures touched (up to one/level)
Duration: 1 round per three levels
Saving Throw: Fortitude half
Spell Resistance: Yes

This spell transforms one of your hands into a smoky claw like that of a belker. With a successful touch attack, you fill a living target's lungs with smoke. The smoke inside the victim solidifies into miniature claws and begins to rip at the surrounding organs, dealing 3d4 points of damage. A successful Fortitude save halves the damage dealt. For every three caster levels, the smoke lasts for another round (to a maximum of 4 rounds at 12th level), dealing another 3d4 points of damage.

You can use this melee touch attack once per round for every three caster levels, up to a maximum of four times at 12th level.

Material Component: A small vial of smoke.

Bodak's Glare

Necromancy [Death, Evil]
Level: Cleric 8
Components: V, S, DF
Casting Time: 1 round
Range: 30 ft.
Target: One living creature
Duration: Instantaneous
Saving Throw: Fortitude negates
Spell Resistance: Yes

This spell allows you to channel the deadly gaze of the bodak. Upon completion of the spell, you may target a creature within range that can see you. That creature dies instantly unless it succeeds on a Fortitude save. The target need not meet your gaze.

If you slay a humanoid creature with this attack, it transforms into a bodak 24 hours later unless it has been resurrected in the meantime. The bodak is not under your command, but can be controlled as normal with a rebuke undead check.

Call Kolyarut

Conjuration (Calling) [Lawful]
Level: Cleric 7, sorcerer/wizard 7
Components: V, S, DF, XP
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One called kolyarut
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

By casting this spell, you request the aid of a kolyarut inevitable. If you know an individual kolyarut's name, you may request that individual by speaking the name during the spell (though you might get a different creature, anyway).

You may ask the kolyarut to perform one duty for you. The task must be in harmony with its lawful objective, and must take no more than seven days to complete. Kolyaruts mete out punishment to those who break bargains and oaths. The inevitable does not ask for any payment for the task. After seven days, or if asked to do something nonlawful, frivolous, or not focused on its lawful objective, the kolyarut will leave.

XP Cost: 250 XP.

Call Marut

Conjuration (Calling) [Lawful]
Level: Cleric 9, sorcerer/wizard 9
Components: V, S, DF, XP
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One called marut
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

By casting this spell, you request the aid of a marut inevitable. If you know an individual marut's name, you may request that individual by speaking the name during the spell (though you might get a different creature, anyway).

You may ask the marut to perform one duty for you. The task must be in harmony with its lawful objective, and must take no more than nine days to complete. Maruts confront those, like liches, who would try to deny the grave. The inevitable does not ask for any payment for the task. After nine days, or if asked to do something nonlawful, frivolous, or not focused on its lawful objective, the marut will leave.

XP Cost: 500 XP.

Call Zelekhut

Conjuration (Calling) [Lawful]
Level: Cleric 5, sorcerer/wizard 5
Components: V, S, DF, XP
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One called zelekhut
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

By casting this spell, you request the aid of a zelekhut inevitable. If you know an individual zelekhut's name, you may request that individual by speaking the name during the spell (though you might get a different creature, anyway).

You may ask the zelekhut to perform one duty for you. The task must be in harmony with its lawful objective, and must take no more than five days to complete. Zelekhuts hunt down those who would deny justice or seek to flee to escape punishment. The inevitable does not ask for any payment for the task. After five days, or if asked to do something nonlawful, frivolous, or not focused on its lawful objective, the zelekhut will leave.

XP Cost: 100 XP.

Cloak Pool

Illusion (Glamer)
Level: Bard 2, sorcerer/wizard 2
Components: V, S
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One color pool
Duration: One hour/level (D)

Saving Throw: Will negates (harmless, object)
Spell Resistance: No

This spell causes a color pool on the Astral Plane—an irregular patch of color containing a portal to another plane—to seemingly cease to exist. In truth, it is only hidden from view. The use of this spell does not hide the area around the pool; it masks only the fact that a pool is present. *See invisibility* or *true seeing* reveals the presence of the pool, as does *analyze portal*.

Corporeal Instability

Transmutation
Level: Sorcerer/wizard 4
Components: V, S
Casting Time: 1 action
Range: Touch
Target: Living creature touched
Duration: 1 round/level (D)
Saving Throw: Fortitude negates
Spell Resistance: Yes

Your touch transforms a living creature into a spongy, amorphous mass, its shape melting and writhing uncontrollably. An affected creature is unable to hold or use any item. Clothing, armor, rings, and helmets become useless. Large items worn or carried—armor, backpacks, and even shirts—hamper more than help, reducing the victim's Dexterity score by 4. Soft or misshapen feet and legs reduce speed to 10 feet or one-quarter normal, whichever is less. The victim becomes blind and cannot cast spells or use magic items, and searing pain renders it incapable of attacking. While in this form, the creature has immunity to extra damage from critical hits and sneak attacks due to its amorphous nature.

Each round the victim spends in an amorphous state causes 1 point of Wisdom drain from mental shock. If the victim's Wisdom score is reduced to 0, it falls unconscious. A conscious victim can regain its own shape by taking a standard action to attempt a new Fortitude save. Success ends the spell effect.

Death Throes

Necromancy [Force]
Level: Cleric 5, sorcerer/wizard 5
Components: V, S
Casting Time: 1 standard action
Range: Personal
Target: You
Duration: 1 hour/level or until you are killed
Saving Throw: None
Spell Resistance: No

Some extraplanar creatures, such as a balor or an energon, expend the last of their life energy in a burst of power. You likewise attune your body's life force so that if you are killed, your body is instantaneously destroyed in an explosion of energy that deals 1d8 points of force damage per caster level to everyone in a 30-foot-radius burst.

This explosion entirely destroys your body, preventing any form of raising or resurrection that requires part of the corpse. A *wish*, *miracle*, or *true resurrection* spell can restore life.

Demon Dirge

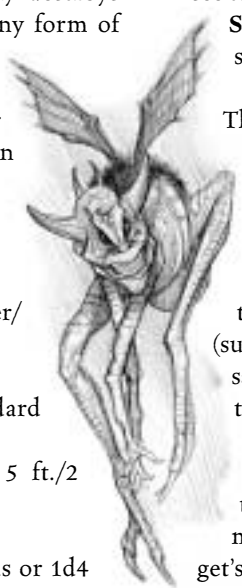
Transmutation
Level: Cleric 4, sorcerer/wizard 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Living creature
Duration: Instantaneous or 1d4 rounds; see text
Saving Throw: Fortitude negates or Fortitude partial; see text
Spell Resistance: Yes and no; see text

The baatezu's answer to Blood War-related demonic magic targeting their race, *demon dirge* deals 3d6 points of damage to any creature that has both the chaotic and evil subtypes (such as a howler or a demon). A successful Fortitude save negates this damage.

If the target creature also possesses the tanar'ri subtype, the spell has a much more powerful effect. The target's blood seethes and churns, stunning it for 1d4 rounds and dealing 3d6 points of damage in each of those rounds. A successful Fortitude save negates the stun effect and reduces the duration to 1 round. Such creatures' spell resistance does not apply against this effect.

Devil Blight

Transmutation
Level: Cleric 3, sorcerer/wizard 3
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Target: Living creature
Duration: Instantaneous or 1d6 rounds; see text
Saving Throw: None or Will partial; see text
Spell Resistance: Yes and no; see text



This spell was developed by demonic spellcasters ages ago for use against their ancient foes, the devils of Baator. It deals 2d6 points of damage to creatures that have both the lawful and evil subtypes (such as a barghest or a devil). No saving throw is allowed against this damage.

If the target creature also possesses the baatezu subtype, the spell has a much more powerful effect. The target's mind reels, confusing it for 1d6 rounds and dealing 2d6 points of damage in each of those rounds. A successful Will save negates the confusion effect and reduces the duration to 1 round. Such creatures' spell resistance does not apply against this effect.

Discolor Pool

Illusion (Glamer)
Level: Bard 2, sorcerer/wizard 2
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)

Illus. by A. Swekel

Target: One color pool
Duration: One hour/level (D)
Saving Throw: Will disbelief (if interacted with)
Spell Resistance: No (harmless)

This spell causes a color pool on the Astral Plane—an irregular patch of color containing a portal to another plane—to appear to be a different color, and thus, to lead to another plane. *True seeing* or *analyze portal* reveals the true nature of the pool.

Material Component: Four drops of colored ink.

Evil Glare

Necromancy [Evil, Fear, Mind-Affecting]
Level: Cleric 4, sorcerer/wizard 4
Components: V, S, DF
Casting Time: 1 standard action
Range: 30 feet
Target: Living creature
Duration: 1 round/level and 1d8 rounds; see text
Saving Throw: Will negates
Spell Resistance: Yes

This spell, inspired by the malevolent gaze of the shadowy nightwalkers, causes your eyes to glow with dark energy. Immediately upon completion of the spell, you may target a living creature within range with your glare; that creature becomes paralyzed with fear for 1d8 rounds. You must be able to see the creature, and it must be able to see you (though it need not meet your gaze).

Once per round after that for the duration of the spell, you can target another creature with your glare as a move action. You can't target the same creature twice with a single casting of the spell, regardless of the success of its saves.

False Gravity

Transmutation
Level: Sorcerer/wizard 4
Components: V, S, M
Casting Time: 1 action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The subject of this spell can travel on any solid surface as though that surface possessed its own gravity. For example, the subject could walk or even run up a wall as though the wall were a perfectly level floor. The subject can switch "down" as often as he likes during the spell's duration, though only once per round, as a free action. Unattended objects fall, as normal.

The subject of *false gravity* can fly by choosing a solid surface and letting himself fall through the air toward it. A character "flying" in this fashion moves at 30 feet per round and can make one turn, in any direction, once per round, by redefining his personal gravity. A character falling in this fashion loses all "downward" momentum when he changes his gravity.

Material Component: A pair of magnets.

Fierce Pride of the Beastlands

Conjuration (Summoning) [Chaotic, Good]
Level: Cleric 8, sorcerer/wizard 8
Components: V, S
Casting Time: 10 minutes
Range: Medium (100 ft. + 10 ft./level)
Effect: Two or more summoned creatures, no two of which can be more than 30 ft. apart
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: No

This spell summons a pride of celestial lions from the Wilderness of the Beastlands.

When the spell is complete, 2d4 celestial lions appear. Ten minutes later, 1d4 celestial dire lions appear. Each creature has maximum hit points per Hit Die. Once these creatures appear, they serve you for the duration of the spell.

The creatures obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the creatures. You can dismiss them singly or in groups at any time.

Focus Touchstone Energy

Transmutation
Level: Cleric 4, druid 5
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 1 min./level
Saving Throw: None
Spell Resistance: Yes (harmless)

You can convert an unused usage of your higher-order planar touchstone ability into temporary hit points (see the Planar Touchstone feat, page 41). By touching a living creature and expending one of your higher-order ability uses, you grant the target 3d6 temporary hit points.

Hamatula Barbs

Transmutation
Level: Cleric 3, sorcerer/wizard 3
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 min./level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

This barbed-devil-inspired transmutation causes the subject to grow a covering of sharp barbs from its skin, equipment, or clothing, whichever is appropriate when the spell is cast.

Any creature striking the subject with a handheld weapon or a natural weapon takes 1d8 points of slashing and piercing damage from the subject's barbs. This damage does not apply to attackers using reach weapons, such as longspears. The subject itself is not harmed by its own barbs.

Material Component: A thorn.

Heavenly Host

Conjuration (Summoning) [Good, Lawful]
Level: Cleric 9, sorcerer/wizard 9
Components: V, S
Casting Time: 10 minutes
Range: Medium (100 ft. + 10 ft./level)
Effect: Two or more summoned creatures, no two of which can be more than 30 ft. apart
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: No

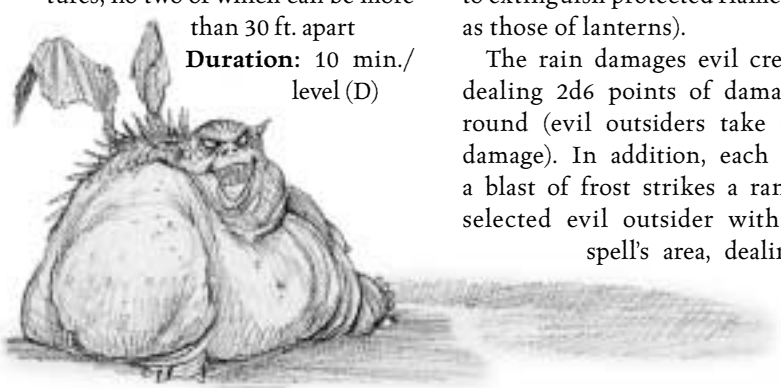
This spell summons a host of archons from the Seven Mounting Heavens of Celestia.

When the spell is complete, 2d4 lantern archons appear. Ten minutes later, 1d4 hound archons appear. Each creature has maximum hit points per Hit Die. Once these creatures appear, they serve you for the duration of the spell.

The creatures obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the creatures. You can dismiss them singly or in groups at any time.

Hellish Horde

Conjuration (Summoning) [Evil, Lawful]
Level: Cleric 9, sorcerer/wizard 9
Components: V, S
Casting Time: 10 minutes
Range: Medium (100 ft. + 10 ft./level)
Effect: Two or more summoned creatures, no two of which can be more than 30 ft. apart
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: No



This spell summons a horde of devils from the Nine Hells of Baator to serve you.

When the spell is complete, 2d4 bearded devils appear. Ten minutes later, 1d4 chain devils appear. Ten minutes after that, one bone devil appears. Each creature has maximum hit points per Hit Die. Once these creatures appear, they serve you for the duration of the spell.

The devils obey you explicitly and never attack you, even if someone else manages to gain control over them. You do not need to concentrate to maintain control over the devils. You can dismiss them singly or in groups at any time.

Holy Storm

Conjuration (Creation) [Good, Water]
Level: Cleric 3, paladin 3
Components: V, S, M/DF
Casting Time: 1 standard action
Area: 20-ft. radius, centered on you
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

A driving rain falls around you. It falls in a fixed area once created. The storm reduces hearing and visibility, resulting in a –4 penalty on Listen, Spot, and Search checks. It also applies a –4 penalty on all ranged attacks made into, out of, or through the storm. Finally, it automatically extinguishes any unprotected flames and has a 50% chance to extinguish protected flames (such as those of lanterns).

The rain damages evil creatures, dealing 2d6 points of damage per round (evil outsiders take double damage). In addition, each round, a blast of frost strikes a randomly selected evil outsider within the spell's area, dealing 5d6 points of cold damage. After the spell's duration expires, the water disappears.

Material Component: A flask of holy water.

Hunters of Hades

Conjuration (Summoning) [Evil]
Level: Cleric 9
Components: V, S
Casting Time: 1 minute
Range: Medium (100 ft. + 10 ft./level)
Effect: Two summoned pack fiends, which can be no more than 30 ft. apart
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: No

This spell summons a pair of pack fiends (see page 128) from the Gray Waste of Hades to serve you. The pack fiends magically understand your spoken commands (regardless of your language). The pack fiends are treated as trained hunting beasts, so you can command them to track if you so choose.

Infernal Wound

Transmutation [Evil]
Level: Cleric 4, sorcerer/wizard 4
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Weapon touched
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

The *infernal wound* spell makes a weapon inflict persistent wounds similar to those made by bearded devils and horned devils. A creature injured by a weapon with *infernal wound* cast upon it loses 2 additional hit points each round for the remaining duration of the spell. The continuing hit point loss can be stopped by a Heal check (DC 10 + spell level + caster's ability modifier), a *cure* spell, or a *heal* spell.

Illus. by A. Swekel

Lay of the Land

Divination
Level: Bard 4, druid 4, ranger 1
Components: V, S, F
Casting Time: 3 rounds
Range: Personal
Target: You
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You instantly gain an overview of the area around you. *Lay of the land* gives basic information relevant to major landmarks and well-known places. It indicates the direction and distance to each from the current location. The geographic details are inversely proportionate to the distance you're trying to study from your location. You have a good understanding of the terrain up to 100 miles away, you know general details of large or notable locations or land features up to 500 miles away, and you know only the direction and distance to major features farther away.

Unlike *find the path*, this spell does not give information on traps, passwords, or impediments to a journey.

Light of Lunia

Evocation [Good, Light]
Level: Cleric 1, sorcerer/wizard 1
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. +10 ft./level)
Target: You and creature(s) touched with ray (up to 2); see text
Duration: 10 min./level (D) or until used up; see text
Saving Throw: None
Spell Resistance: Yes

You begin to glow with the light of fabled Lunia, the first layer of the Seven Mounting Heavens of Celestia. Silvery radiance emanates from you in a 30-foot radius, and dim light extends for an additional 30 feet.

Beginning one turn after you cast this spell, you can choose to expend some or all of the *light of Lunia* as a ray of light. You can make a single ranged touch attack that deals 1d6 points of damage with a range of 30 feet. This dims your silvery radiance to half (15-foot light, with dim light for an additional 15 feet). You can choose to fire one additional ray with the same characteristics either on the same round (if you can make multiple attacks in a round) or on a subsequent round. Firing the second ray quenches your radiance, and the spell ends.

Light of Mercuria

Evocation [Good, Light]
Level: Cleric 2, sorcerer/wizard 2
Components: V, S

As *light of Lunia*, except that you glow with the golden light of Mercuria, the second layer of the Seven Mounting Heavens of Celestia. Your light rays deal 1d6 points of damage, or 2d6 points of damage against undead and evil outsiders.

Light of Venya

Evocation [Good, Light]
Level: Cleric 3, sorcerer/wizard 3
Components: V, S

As *light of Lunia*, except that you glow with the pearly light of Venya, the third layer of the Seven Mounting Heavens of Celestia. Your light rays deal 1d6 points of damage, or 3d6 points of damage against undead and evil outsiders. Alternatively, you can choose for the ray to heal 3d6 points of damage to a living, non-evil creature.

Locate Touchstone

Divination
Level: Bard 1, cleric 2, druid 1, sorcerer/wizard 1
Components: V, S
Casting Time: 1 standard action
Range: See text
Duration: Instantaneous
Saving Throw: None
Spell Resistance: No

You sense the direction of the nearest planar touchstone and gain a vague sense of its power. If you have visited the nearest planar touchstone and wish to exclude it from this divination, you instead gain knowledge of the next closest planar touchstone. This spell allows you to locate planar touchstones located only on the plane on which it is cast.

Special: You must have the Planar Touchstone feat in order to cast this spell.

Mantle of Chaos

Abjuration [Chaos]
Level: Cleric 3
Components: V, S, M/DF
Casting Time: 1 standard action
Target: You
Duration: 10 min./level (D)
Saving Throw: None
Spell Resistance: Yes

Flickering yellow chaotic energy surrounds you. This power grants you spell resistance 12 + caster level against spells with the lawful descriptor.

Mantle of Evil

Abjuration [Evil]
Level: Blackguard 3, cleric 3

This spell functions like *mantle of chaos*, except that you are surrounded by dark wavering unholy energy, and *mantle of evil* grants spell resistance against spells with the good descriptor.

Mantle of Good

Abjuration [Good]
Level: Cleric 3, paladin 3

This spell functions like *mantle of chaos*, except that you are surrounded by shimmering white holy energy, and *mantle of good* grants spell resistance against spells with the evil descriptor.

Illus. by A. Swekel

Mantle of Law

Abjuration [Law]
Level: Cleric 3, paladin 3

This spell functions like *mantle of chaos*, except that you are surrounded by constant blue lawful energy, and *mantle of law* grants spell resistance against spells with the chaotic descriptor.

Mechanus Mind

Enchantment (Compulsion) [Lawful, Mind-Affecting]
Level: Sorcerer/wizard 2
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 1 min./level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

Like entities that inhabit the plane of Mechanus, the subject of *Mechanus mind* temporarily becomes a being of focused order. The subject gains a +4 bonus on Will saving throws to resist mind-affecting spells.

While in the grip of *Mechanus mind*, the subject also becomes more analytical and less emotional. The subject gains a +2 bonus on all Intelligence-based checks, but takes a –2 penalty on Charisma-based checks.

Miasma of Entropy

Necromancy
Level: Druid 6, sorcerer/wizard 7
Components: V, S
Casting Time: 1 standard action
Range: 30 ft.
Area: Cone-shaped burst, one solid object, or one organic construct
Duration: Instantaneous
Saving Throw: Will negates (object) or Fortitude half; see text
Spell Resistance: Yes (object)

Miasma of entropy causes accelerated decay in all wood, leather, and other natural materials in the spell's area. It destroys nonmagical objects of wood, leather, paper, and other formerly living organic matter. All such objects within the area rot into slimy, pulpy masses. Objects weighing more than 1 pound per caster level are not affected, but all other objects of the appropriate composition are ruined.

Alternatively, you can target *miasma of entropy* against a single solid object of nonliving organic matter that weighs up to 10 pounds per caster level.

When targeted against an animated object made of an organic material, *miasma of entropy* deals 1d6 points of damage per caster level (maximum 20d6), with a Fortitude save for half damage.

Illus. by S. Roller

Negative Energy Aura

Necromancy
Level: Cleric 4
Components: V, S
Casting Time: 1 standard action
Range: Personal
Area: 10-ft.-radius emanation centered on you
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

An aura of black, crackling negative energy surrounds you. Each round on your turn, every living creature within 10 feet of you loses 2 hit points. Undead creatures instead gain 2 hit points per round (though they can't exceed their full normal hit points from this effect). Characters with immunity to negative energy effects are not affected by this aura. The *negative energy aura* does not affect you.

Opalescent Glare

Necromancy [Death, Good]
Level: Cleric 5, sorcerer/wizard 5
Components: V, S, DF
Casting Time: 1 standard action
Range: 60 feet
Target: 1 living creature
Duration: Instantaneous
Saving Throw: Will partial; see text
Spell Resistance: Yes

Inspired by the deadly gaze of the noble ghaele eladrin, this spell causes your eyes to glow with a pearly light. If the target is evil and has 5 or fewer Hit Dice, it dies unless it succeeds on a Will save. Even if the save succeeds, the creature is affected as though by a *fear* spell for 2d10 rounds.

Nonevil creatures and evil creatures with more than 5 Hit Dice are not slain by *opalescent glare*, and they suffer the *fear* effect only if they fail the Will save.

Perinarch

Transmutation
Level: Druid 4, sorcerer/wizard 4
Components: V, S, DF
Casting Time: 1 standard action
Range: Close (25 ft. + 5 ft./2 levels)
Duration: 1 round/level; see text
Saving Throw: None (object) and Reflex negates; see text
Spell Resistance: No

Unless controlled, the Ever-Changing Chaos of Limbo is just what the plane's name implies: a roiling soup of energy and elements. Natives learn to control it or to inhabit areas that have enjoyed some measure of control for a long

period, but visitors to areas of "raw" limbo must make a DC 16 Wisdom check to gain control over the dangerous roil. The *perinarch* spell gives the caster automatic control of a radius of raw Limbo (an area not already stabilized or within some other creature's control) in close range. Control allows the perinarch (the name sometimes given to those who can cast the *perinarch* spell) to reshape the raw limbo as she desires, adding or subtracting one of the four basic elements once per round as a standard action. A favorite among travelers from the Material Plane is a chunk of earth surrounded by a small atmosphere of air.

Casting this spell overlaps with the control already (potentially) established by the perinarch with a Wisdom check. Allies of the caster may give their control over to the *perinarch* caster contiguous with the spell being cast, if they so choose. Control cannot be wrested away from the caster while the spell is in effect (which is one of the best reasons to cast this spell, even if you have a high Wisdom score). If the perinarch moves more than 100 feet away from the area that she controlled, the order she imposed fades away.

A perinarch is unable to achieve any works of complexity within an area she controls. But she can mix two or three elements in a crude fashion; a few examples are provided below. The perinarch may attempt to seize control of a new area that already contains foes; however, foes can make a Reflex save to get out of the area.

Thick Barrier: A perinarch can "thicken" empty air with dust and rock, creating a zone around herself and her allies that outside creatures must hack or force a way through. Their speed drops to 5 feet, or 10 feet for Large or larger creatures.

Fiery Barrier: A perinarch can create a thick field of flame that deals 3d10 points of fire damage to any creature attempting to pass through it. The field also deals 3d10 points of fire damage for each round a creature lingers within it.

Complete Barrier: A perinarch can create a complete barrier of solid stone encircling herself and her allies, preventing access by any other than the most accomplished tunnelers. On the other hand, a perinarch can attempt to trap foes within their own bubble of solid stone.

Perinarch, Planar

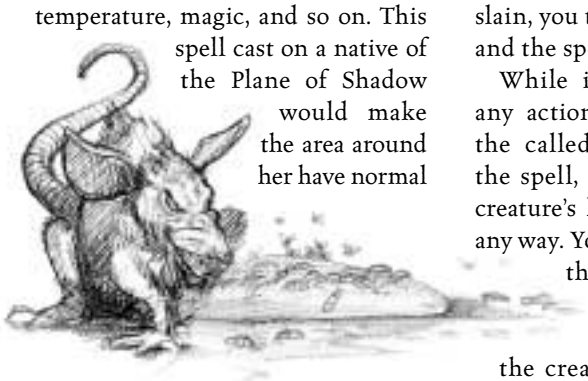
Transmutation
Level: Druid 9, sorcerer/wizard 9

As *perinarch*, except that the caster can cast this spell on any highly morphic or divinely morphic plane (most of the Outer Planes are divinely morphic). However, mortals who change the fabric of a god's domain should think twice, depending on the DM's interpretation of a given god's territorial nature.

Planar Bubble

Abjuration
Level: Cleric 7, sorcerer/wizard 7
Components: V, S, M/DF
Casting Time: 1 standard action
Range: Touch
Area: 10-ft.-radius emanation from touched creature
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: No; see text

This spell creates an area around the target creature that emulates its native planar environment. Thus, a character hailing from the Material Plane would have normal gravity, temperature, magic, and so on. This spell cast on a native of the Plane of Shadow would make the area around her have normal gravity, a mild neutral alignment, enhanced shadow spells, and impeded light spells.



Material Components: A sprinkling of silver dust.

Planar Exchange

Conjuration (Calling) [see text]
Level: Cleric 6
Components: V, S, DF
Casting Time: 1 round
Range: 0 ft.
Effect: One called creature
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

When you cast this spell, you call an extraplanar creature (specifically, an avoral guardinal, bone devil, or babau demon, at your option) to your precise location. At the same instant, you are transported to that creature's home plane, where you exist in stasis for the duration of the spell. To a casual observer, it appears that you have transformed into the called creature (though an onlooker who makes a DC 25 Spot check notices the slight gap between your disappearance and the creature's appearance). If the called creature would not fit in the place you occupied when you cast the spell, the spell fails.

You have full control over the creature's actions and can perceive the environment around the called creature as if you were seeing through its eyes, hearing through its ears, and so on. The creature has full access to all of its abilities, with one exception: It can't summon other creatures. If the called creature is slain, you take 3d6 points of damage and the spell ends.

While in stasis, you can't take any actions other than to control the called creature or to dismiss the spell, nor can anything on the creature's home plane affect you in any way. You also can't perceive anything around your body's location. When you dismiss the spell, or when the creature is slain, you appear

Illus. by A. Swekel

in the creature's location, and it is returned to its home plane.

When you use a calling spell that calls a chaotic, evil, good, or lawful creature, it is a spell of that type.

Planar Exchange, Greater

Conjuration (Calling)
Level: Cleric 8

As *planar exchange*, except you trade places with a leonal guardinal, barbed devil, or hezrou demon, at your option. If the called creature is slain, you take 4d6 points of damage and the spell ends.

Planar Exchange, Lesser

Conjuration (Calling)
Level: Cleric 4

As *planar exchange*, except that you trade places with a celestial brown bear, celestial griffon, fiendish dire ape, or fiendish tiger, at your option. If the called creature is slain, you take 2d6 points of damage and the spell ends.

Planar Tolerance

Level: Cleric 4, druid 4, ranger 4, sorcerer/wizard 3
Duration: 1 hour/level

As *avoid planar effects*, except the effects last longer (as noted above, 1 hour per level instead of 1 minute per level).

Plane Shift, Greater

Conjuration (Teleportation)
Level: Cleric 7, sorcerer/wizard 8

This spell functions like *plane shift*, except that if you have visited the desired location, the spell takes you to the precise location (rather than 5 to 500 miles distant).

Positive Energy Aura

Conjuration (Healing)
Level: Cleric 4
Components: V, S

Ripping open the boundaries between planes with a precipitate breach spell

Casting Time: 1 standard action
Range: Personal
Area: 10-ft.-radius emanation centered on you
Duration: 1 round/level
Saving Throw: None
Spell Resistance: No

An aura of white positive energy surrounds you. Each round on your turn, every living creature within 10 feet of you gains 2 hit points (creatures can't exceed their full normal hit points from this effect). Undead creatures instead take 2 points of damage per round. Characters with immunity to positive energy effects are not affected by this aura. The *positive energy aura* does not affect you.

Precipitate Breach

Conjuration (Teleportation)
Level: Sorcerer/wizard 5
Components: V, M
Casting Time: 10 minutes
Range: 0 ft.
Effect: Planar breach; see text
Duration: See text
Saving Throw: None
Spell Resistance: Yes

You meddle with the boundaries between planes, creating instability and, finally, a minor planar breach. See Planar Breaching, page 151, for details concerning this phenomenon.

You have no control over the breach created. However, as opposed to a truly random breach (see page 153), when this spell is first cast in any area that doesn't already contain a breach, a minor breach forms automatically. The breach has the size (10d10-foot radius) and onset time following casting (1d4 rounds) described for a random breach. Roll on Table 7–1: Random Planar Breaching, page 152, to determine the trait that leaks through from the breaching plane. The effect is as for a minor breach. The breach has a standard duration for a minor breach (1d6 days minus 12 hours, minimum 12 hours), after which time it fades away.

If you cast *precipitate breach* into an area that currently hosts a minor breach, you precipitate a severe breach. Reroll the size, the onset time, and the trait that leaks through from the breaching plane (which could mean that the identity of the breaching plane changes). The effect is as for a severe breach. The breach has a standard duration for a severe breach (1d6 days minus 48 hours, minimum 1 hour), after which time it fades away.

This spell has no effect if cast into an area currently hosting a severe or complete breach.

Material Component: Jade dust worth 250 gp sprinkled in the center of the effect.

Illus. by E. Fiegenschuh

Precipitate Complete Breach

Conjuration (Teleportation)
Level: Sorcerer/wizard 9
Components: V, M, XP
Casting Time: 10 minutes
Range: 0 ft.
Effect: Complete planar breach; see text
Duration: See text
Saving Throw: None
Spell Resistance: Yes

As *precipitate breach*, except casting this spell creates a complete breach, as described on page 152.

Material Component: Jade dust worth 1,000 gp sprinkled in the center of the effect.

XP Cost: 1,000 XP.

Protection from Negative Energy

Abjuration
Level: Cleric 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Living creature touched
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The warded creature gains partial protection against negative energy effects. Subtract 10 from the hit point damage dealt by any negative energy effect (such as an *inflict* spell) that affects the warded creature.

Negative energy effects that don't directly deal hit point damage (such as energy drain) affect the target normally.

Protection from Positive Energy

Abjuration
Level: Cleric 3
Components: V, S
Casting Time: 1 standard action
Range: Touch
Target: Undead creature touched
Duration: 10 min./level
Saving Throw: Will negates (harmless)
Spell Resistance: Yes (harmless)

The warded creature gains partial protection against positive energy effects. Subtract 10 from the hit point damage dealt by any positive energy effect (such as a *cure* spell) that affects the warded creature.

Positive energy effects that don't deal hit point damage to the target (such as turning) affect the target normally.

Rary's Interplanar Telepathic Bond

Divination
Level: Sorcerer/wizard 6

This spell functions like *Rary's telepathic bond*, except that the communication functions both on the same plane and across planes.

Resist Planar Alignment

Abjuration
Level: Cleric 1, druid 1, paladin 1, ranger 1, sorcerer/wizard 1
Components: V, S, DF
Casting Time: 1 standard action
Range: Touch
Target: Creature touched
Duration: 10 min./level
Saving Throw: Fortitude negates (harmless)
Spell Resistance: Yes (harmless)

This abjuration grants a creature limited protection from a plane's alignment traits. When the subject visits a plane with an alignment trait, this spell grants it immunity to penalties on its Charisma check that mildly aligned planes impose on visitors of opposed alignments. The Charisma, Wisdom and Intelligence check penalties associated with strongly aligned planes are halved while this spell's duration lasts.

Seal Portal

Abjuration
Level: Sorcerer/wizard 6
Components: V, S, M
Casting Time: 1 action
Range: Close (25 ft. + 5 ft./2 levels)
Target: One interplanar *gate* or portal
Duration: Permanent (D)
Saving Throw: None
Spell Resistance: No

You can permanently seal an interplanar portal or *gate*. If cast on a portal, the spell prevents any activation of it, although *seal portal* may be dispelled by a *dispel magic* spell. A *knock* spell does not function on the sealed portal, but a *chime of opening* dispels *seal portal* if *seal portal* was cast by a spellcaster of lower than 15th level. In addition, the ability of the gatecrasher prestige class (see *Manual of the Planes*) to open portals may be able to break through a sealed portal, but if the first attempt fails, the gatecrasher can't try again.

Once the portal is opened, *seal portal* does not remain in effect and must be cast again.

Material Component: A silver bar worth 50 gp.

Spell Vulnerability

Transmutation
Level: Cleric 4, sorcerer/wizard 3
Components: V, S
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Target: One creature
Duration: 1 min./level
Saving Throw: Fortitude negates; see text
Spell Resistance: No

This spell reduces the subject's spell resistance by 1 per caster level (maximum reduction 15). This reduction can't lower a subject's spell resistance below 0.

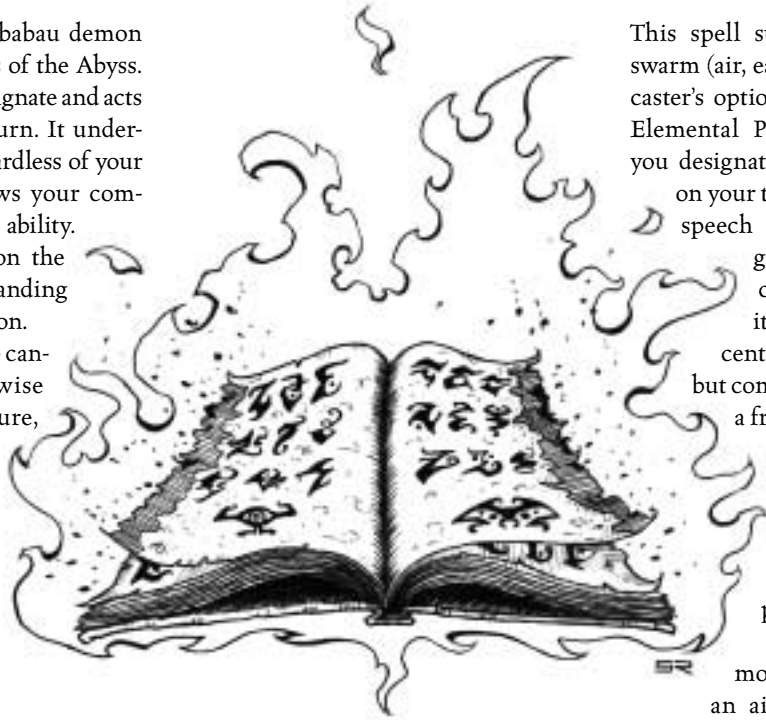
The target of the spell takes a penalty on its saving throw equal to your caster level.

Summon Babau Demon

Conjuration (Summoning) [Chaotic, Evil]
Level: Cleric 6
Components: V, S, DF
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned babau demon
Duration: Concentration (maximum of 1 round/level) plus 1 round
Saving Throw: None
Spell Resistance: No

This spell summons a babau demon from the Infinite Layers of the Abyss. It appears where you designate and acts immediately, on your turn. It understands your speech (regardless of your language), and it follows your commands to the best of its ability. You must concentrate on the spell's effect, but commanding the creature is a free action.

A summoned creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities.



Summon Bearded Devil

Conjuration (Summoning) [Evil, Lawful]
Level: Cleric 4
Components: V, S, DF
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned bearded devil
Duration: Concentration (maximum of 1 round/level) plus 1 round
Saving Throw: None
Spell Resistance: No

This spell summons a bearded devil from the Nine Hells of Baator. It appears where you designate and acts immediately, on your turn. It understands your speech (regardless of your language), and it follows your commands to the best of its ability. You must concentrate on the spell's effect, but commanding the creature is a free action.

A summoned creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities.

Summon Bralani Eladrin

Conjuration (Summoning) [Chaotic, Good]
Level: Cleric 5
Components: V, S, DF
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned bralani eladrin
Duration: Concentration (maximum of 1 round/level) plus 1 round
Saving Throw: None
Spell Resistance: No

This spell summons a bralani eladrin from the Olympian Glades of Arborea. It appears where you designate and acts immediately, on your turn. It understands your speech (regardless of your language), and it follows your commands to the best of its ability. You must concentrate on the spell's effect, but commanding the creature is a free action.

A summoned creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities.

Summon Elementite Swarm

Conjuration (Summoning) [see text]
Level: Druid 4
Components: V, S
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned elementite swarm
Duration: Concentration (maximum of 1 round/level) plus 1 round
Saving Throw: None
Spell Resistance: No

This spell summons an elementite swarm (air, earth, fire, or water, at the caster's option) from the appropriate Elemental Plane. It appears where you designate and acts immediately, on your turn. It understands your speech (regardless of your language), and it follows your commands to the best of its ability. You must concentrate on the spell's effect, but commanding the creature is a free action.

A summoned creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities.

When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

Summon Elysian Thrush

Conjuration (Summoning) [Good]
Level: Bard 2, cleric 2
Components: V, S, DF
Casting Time: 10 minutes
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One called Elysian thrush
Duration: 8 hours
Saving Throw: None
Spell Resistance: No

This spell summons an Elysian thrush (see page 118), a birdlike creature native to the Blessed Fields of Elysium. The creature has no significant combat utility, but its song accelerates the natural healing rate of living creatures. Those within 30 feet who listen to the thrush's song while resting recover at twice the normal natural healing rate.

Summon Greater Elemental

Conjuration (Summoning) [see text]
Level: Druid 6
Components: V, S, DF
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned elemental
Duration: Concentration (maximum of 1 round/level) plus 1 round

Illus. by S. Roller

Saving Throw: None
Spell Resistance: No

This spell summons a greater elemental of your choice (air, earth, fire, or water) from the appropriate Elemental Plane. It appears where you designate and acts immediately, on your turn. It understands your speech (regardless of your language), and it follows your commands to the best of its ability. You must concentrate on the spell's effect, but commanding the creature is a free action.

A summoned creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities.

When you use a summoning spell to summon an air, earth, fire, or water creature, it is a spell of that type.

Summon Hound Archon

Conjuration (Summoning) [Good, Lawful]
Level: Cleric 4
Components: V, S, DF
Casting Time: 1 round
Range: Close (25 ft. + 5 ft./2 levels)
Effect: One summoned hound archon
Duration: Concentration (maximum of 1 round/level) plus 1 round
Saving Throw: None
Spell Resistance: No

This spell summons a hound archon from the Seven Mounting Heavens of Celestia. It appears where you designate and acts immediately, on your turn. It understands your speech (regardless of your language), and it follows your commands to the best of its ability. You must concentrate on the spell's effect, but commanding the creature is a free action.

A summoned creature cannot summon or otherwise conjure another creature, nor can it use any teleportation or planar travel abilities.

Touchstone Lightning

Transmutation [Electricity]
Level: Druid 4, sorcerer/wizard 4
Components: V, S
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: One or more rays of electricity
Duration: Instantaneous
Saving Throw: None
Spell Resistance: Yes

You can convert an unused usage of your higher-order planar touchstone ability into a ray of electricity (see the Planar Touchstone feat, page 41). This ray exhausts one use of your higher-order ability and deals 5d6 points of electricity damage to the target with a successful ranged touch attack.

For every five levels gained above 7th, you may fire one additional ray of electricity (to a maximum of three rays at 17th level). Each ray exhausts one of your higher-order ability uses.

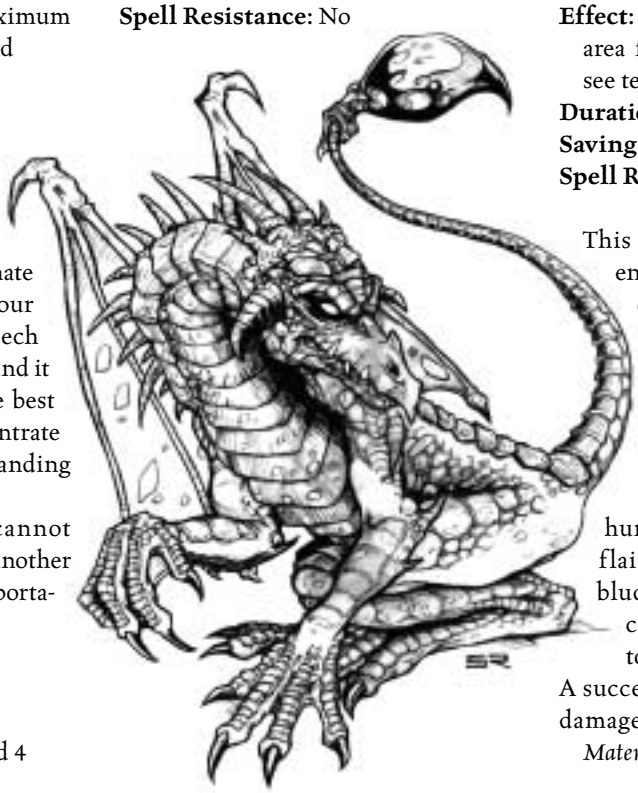
Unholy Storm

Conjuration (Creation) [Evil, Water]
Level: Blackguard 4, cleric 3
Components: V, S, M/DF
Casting Time: 1 standard action
Area: 20-ft. radius centered on you
Duration: 1 round/level (D)
Saving Throw: None
Spell Resistance: No

A driving rain falls around you. It falls in a fixed area once created. The storm reduces hearing and visibility, resulting in a –4 penalty on Listen, Spot, and Search checks. It also applies a –4 penalty on all ranged attacks made into, out of, or through the storm. Finally, it automatically extinguishes any unprotected flames and has a 50% chance to extinguish protected flames (such as those of lanterns).

The rain damages good creatures, dealing 2d6 points of damage per round (good outsiders take double damage). In addition, each round, a blast of fire strikes a randomly selected good outsider within the spell's area, dealing 5d6 points of fire damage. After the spell's duration expires, the water disappears.

Material Component: A flask of unholy water.



Illus. by S. Roller

Wall of Gears

Conjuration (Creation)
Level: Sorcerer/wizard 6
Components: V, S, M
Casting Time: 1 standard action
Range: Medium (100 ft. + 10 ft./level)
Effect: Wall of moving gears whose area fills one 5-ft. square/2 levels; see text
Duration: 1 min./level
Saving Throw: See text
Spell Resistance: No

This spell taps into the planar energy of Mechanus to create a 6-inch-thick wall of moving iron cogs, wheels, gears, pistons, and assorted mechanical parts. Each 5-foot square of the wall's surface has hardness 10 and 180 hit points.

Both sides of the wall have hundreds of moving parts that flail out, dealing 1d6 points of bludgeoning damage per two caster levels (maximum 15d6) to all creatures within 10 feet. A successful Reflex save halves this damage.

Material Component: A small gear.

Illus. by D. Roach

Monsters wild and amenable inhabit the planes, countless in their variety and number. This chapter provides a small subset of these creatures, a few of which could serve players as mounts, allies, or summoned servants.

ANARCHIC CREATURE

Anarchic creatures dwell in planes of chaos, the realms of disorder. Although they may resemble creatures from the Material Plane, they appear less finished, their features more rough and uneven, their fur or scales blotched and tattered, their appearance more ragged and horrific. They are also called the Unfinished, and some say they were first drafts, abandoned to the roiling planes of chaos by forgotten creators.

SAMPLE ANARCHIC CREATURE

Anarchic Satyr

Medium Fey (Extraplanar)
Hit Dice: 5d6+5 (22 hp)
Initiative: +1
Speed: 40 ft. (8 squares)
Armor Class: 15 (+1 Dex, +4 natural), touch 11, flat-footed 14
Base Attack/Grapple: +2/+2
Attack: Head butt +2 melee (1d6) or shortbow +3 ranged (1d6/×3)
Full Attack: Head butt +2 melee (1d6) and dagger –3 melee (1d4/19–20); or shortbow +3 ranged (1d6/×3)
Space/Reach: 5 ft./5 ft.
Special Attacks: Pipes, smite law
Special Qualities: Damage reduction 5/cold iron, darkvision 60 ft., fast healing 1, immunity to polymorph and petrification, low-light vision, resistance to acid 5, cold 5, electricity 5, fire 5, and sonic 5
Saves: Fort +2, Ref +5, Will +5
Abilities: Str 10, Dex 13, Con 12, Int 12, Wis 13, Cha 13
Skills: Bluff +9, Diplomacy +3, Disguise +1 (+3 acting), Hide +13, Intimidate +3, Knowledge (nature) +9, Listen +15, Move Silently +13, Perform (wind instruments) +9, Spot +15, Survival +1 (+3 above ground)
Feats: Alertness[B], Dodge, Mobility
Environment: Olympian Glades of Arborea
Organization: Solitary, pair, band (3–5), or troop (6–11)
Challenge Rating: 3 (without pipes) or 5 (with pipes)

Treasure: Standard
Alignment: Usually chaotic neutral
Advancement: 6–10 HD (Medium)
Level Adjustment: +7

Combat

An anarchic satyr strikes first with its smite law ability against foes subject to its damaging effects.

Smite Law (Su): Once per day, an anarchic satyr can make a normal attack to deal an extra 5 points of damage against a lawful opponent.

Pipes (Su): Anarchic satyrs can play a variety of magical tunes on their pan pipes. Usually, only one satyr in a group carries pipes. When it plays, all creatures within a 60-foot spread (except satyrs) must succeed on a DC 13 Will save or be affected by *charm person*, *sleep*, or *fear* (caster level 10th; the satyr chooses the tune and its effect). In the hands of other beings, these pipes have no special powers. A creature that successfully saves against any of the pipe's effects cannot be affected by the same set of pipes for 24 hours.

A satyr often uses its pipes to charm and seduce especially comely women or to put a party of adventurers to sleep and then steal their valuables.

Skills: Satyrs have a +4 racial bonus on Hide, Listen, Move Silently, Perform, and Spot checks.

Illus. by V. Rams

Anarchic satyr

CREATING AN ANARCHIC CREATURE

"Anarchic" is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin of nonlawful alignment.

An anarchic creature uses all the base creature's statistics and abilities except as noted here. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes.

Size and Type: Animals or vermin with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged. Anarchic creatures encountered on the Material Plane have the extraplanar subtype.

Special Attacks: An anarchic creature retains all the special attacks of the base creature and also gains the following special attack.

Smite Law (Su): Once per day, an anarchic creature can make a normal attack to deal extra damage equal to its Hit Dice (maximum 20 points) against a lawful opponent.

Special Qualities: An anarchic creature retains all the special qualities of the base creature and also gains the following special qualities:

—Darkvision out to 60 feet.

—Damage reduction (see the table below).

—Resistance to acid 5, cold 5, electricity 5, fire 5, and sonic 5.

—Immunity to polymorph and petrification.

—Fast healing (see the table below).

MONSTERS BY TYPE (AND SUBTYPE)

Aberration: dharculus.
(Air): air elementite swarm.
(Augmented): entropic ogre mage, vivacious dire tiger.
(Chaotic): Limbo stalker.
(Cold): xor-yost energon.
(Earth): earth elementite swarm.
Elemental: elementite swarms.
Extraplanar: anarchic satyr, astral kraken, axiomatic dragonne, dharculus, dwarf (frost), elementite swarm, elsewhale, Elysian thrush, energon, entropic ogre mage, gaspar, gnome (fire), Limbo stalker, nightmare (lesser), pack fiend, shadow jelly, unraveler, ur'Epona, vivacious dire tiger, void ooze.
(Evil): lesser nightmare, pack fiend.
Fey: anarchic satyr.
(Fire): fire elementite swarm, xac-yel energon.
(Good): Elysian thrush.
Humanoid: frost dwarf, fire gnome.
(Incorporeal): energon, unraveler, vivacious dire tiger.
(Lawful): unraveler.
Magical Beast: astral kraken, axiomatic dragonne, elsewhale, Elysian thrush, gaspar, Limbo stalker, pack fiend, ur'Epona.
Ooze: shadow jelly, void ooze.
Outsider: energon, entropic ogre mage, lesser nightmare, unraveler, vivacious dire tiger.
(Swarm): elementite swarms.
(Water): water elementite swarm.

Hit Dice	Fast Healing	Damage Reduction
1–3	—	—
4–7	1	—
8–11	3	—
12 or more	5	5/magic

If the base creature already has one or more of these special qualities, use the better value.

If an anarchic creature gains damage reduction, its natural weapons are treated as magic weapons for the purpose of overcoming damage reduction.

Abilities: Same as the base creature, but Intelligence is at least 3.

Environment: Any land and underground.

Challenge Rating: Up to 3 HD, same as the base creature; 4 HD to 7 HD, same as the base creature +1; 8 or more HD, same as the base creature +2.

Alignment: Always chaotic (any).

Level Adjustment: +5.

ASTRAL KRAKEN

Gargantuan Vermin (Extraplanar)
Hit Dice: 20d8+160 (250 hp)
Initiative: +1
Speed: Fly 60 ft. (12 squares)
Armor Class: 27 (–4 size, +1 Dex, +20 natural), touch 3, flat-footed 22
Base Attack/Grapple: +15/+39
Attack: Tentacle +23 melee (2d6+12)
Full Attack: 4 tentacles +23 melee (2d6+12) and bite +18 melee (2d10+6)
Space/Reach: 20 ft./10 ft. (60 ft. with tentacle)
Special Attacks: Improved grab, astral cocoon, energy drain
Special Qualities: Blindsight 120 ft., darkvision 60 ft., spell resistance 25, vermin traits
Saves: Fort +20, Ref +7, Will +8
Abilities: Str 34, Dex 13, Con 27, Int —, Wis 14, Cha 12
Skills: —
Feats: —
Environment: Astral Plane
Organization: Solitary or cluster (2–5)
Challenge Rating: 16
Treasure: None
Alignment: Always neutral
Advancement: 21–28 HD (Gargantuan); 29–36 HD (Colossal)
Level Adjustment: —

Eyeless and blanched, looking something like a cross between an octopus and an insect, this massive creature reaches out with segmented tentacles, feeling the air around it for prey.

Astral kraken

MONSTERS RANKED BY CHALLENGE RATINGS

Elysian thrush	1/4
Dwarf, frost	1
Gnome, fire	1
Ur'Epona	1
Anarchic satyr	3 (without pipes)
Elementite swarm	4
Elsewhale	4
Nightmare, lesser	4
Anarchic satyr	5 (with pipes)
Energon	5
Shadow jelly	6
Axiomatic dragonne	7
Limbo stalker	8
Pack fiend	8
Void ooze	8
Dharculus	9
Unraveler	9
Entropic ogre mage	10
Gaspar	10
Vivacious dire tiger	11
Astral kraken	16
Anarchic creature	+0 to +2
Axiomatic creature	+0 to +2
Entropic creature	+1 to +3
Vivacious creature	+1 to +3

Illus. by D. Crabapple

Astral krakens prey on astral travelers. They lurk on the Astral Plane, usually near color pools, where astral travelers generally pass by. Attracted by some scent only they seem able to perceive, astral krakens attempt to snare travelers with their tentacles.

COMBAT

When an astral kraken sights prey, it attempts to ensnare a victim in its tentacles. As soon as it succeeds on a grapple attempt, it moves away from any remaining opponents (if possible) and consolidates its hold on the grappled opponent by grappling with at least one more tentacle (depending on whether it is still in combat or not). An opponent can make sunder attempts against an astral kraken's tentacles as if they were weapons; the tentacles have AC 30 and 18 hit points. If an astral kraken is currently grappling a target, it usually uses any free tentacles to make its attacks of opportunity against the sunder attempt. Severing an astral kraken's tentacle deals damage to the astral kraken equal to half the limb's full normal hit points. An astral kraken withdraws from combat if it loses three or more tentacles.

An opponent grappled by an astral kraken faces one of two fates. If the opponent is native to the Astral Plane (not an astral traveler), the astral kraken attempts to deal bite damage to the target each round. If the opponent is connected by a silver cord to a physical body elsewhere, the astral kraken attempts to cocoon the opponent for a later meal.

Improved Grab (Ex): To use this ability, an astral kraken must hit a creature of up to Huge size with a tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold. On its next action, the astral kraken can either deal bite damage to the held opponent or begin enclosing the opponent in an astral cocoon.

Astral Cocoon (Su): An astral kraken can save a meal for later by encasing it in a translucent magical resin, trapping the victim on the Astral Plane. During each round that an astral kraken holds an opponent it has pinned, it secretes a fast-hardening astral adhesive as a free action. After the first round of cocooning, the opponent can no longer attack, cast spells, or move on the Astral Plane. An astral traveler's soul cannot return to its material body while it is trapped in a cocoon.

A creature can escape the cocoon with a Strength check. The initial break DC for the cocoon is 10, and it increases by 10 for each additional round spent cocooning, to a maximum break DC of 30 after three rounds. At this point, the astral kraken tucks the opponent away in the folds of its body and seeks a new target.

Energy Drain (Su): An astral traveler trapped in an astral kraken's cocoon gains one negative level per day as the astral kraken begins feeding on the victim's life energy. This energy drain begins 24 hours after the victim is first cocooned, and the victim does not receive a Fortitude save to remove negative levels until he is freed from the astral cocoon. (The Fortitude save DC to remove a negative level is 21.) For each such negative level bestowed, the astral kraken gains 5 temporary hit points. If an opponent is slain by an astral kraken in this fashion, his physical body dies as well, and can only be resurrected by a *wish*, *limited wish*, or *miracle* spell.

Illus. by D. Crabapple

AXIOMATIC CREATURE

Axiomatic creatures dwell on lawful planes, the domains of order. Although they may resemble creatures from the Material Plane, they are more perfectly formed, their features sharper and more precise, their fur or plumage shinier, their appearance clearer and more heroic. They are often called "perfect" creatures, and some say that the axiomatic versions are the true and ideal first models, of which all other creatures of the type are merely imitations.

Axiomatic dragonne

SAMPLE AXIOMATIC CREATURE

Axiomatic Dragonne

Large Magical Beast (Extraplanar)
Hit Dice: 9d10+27 (76 hp)
Initiative: +6
Speed: 40 ft. (8 squares), fly 30 ft.
Armor Class: 18 (–1 size, +2 Dex, +7 natural), touch 11, flat-footed 16
Base Attack/Grapple: +9/+17
Attack: Bite +12 melee (2d6+4)
Full Attack: Bite +12 melee (2d6+4) and 2 claws +7 melee (2d4+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Pounce, roar, smite chaos
Special Qualities: Darkvision 60 ft., low-light vision, resistance to cold 5, electricity 5, fire 5, and sonic 5, scent, spell resistance 14
Saves: Fort +9, Ref +8, Will +4
Abilities: Str 19, Dex 15, Con 17, Int 6, Wis 12, Cha 12
Skills: Listen +11, Spot +11
Feats: Blind-Fight, Combat Reflexes, Improved Initiative, Track
Environment: Infernal Battlefield of Acheron
Organization: Solitary, pair, or pride (5–10)
Challenge Rating: 7
Treasure: Double standard
Alignment: Always lawful neutral
Advancement: 10–12 HD (Large); 13–27 HD (Huge)
Level Adjustment: +8 (cohort)

Combat

Linked Minds (Ex): Axiomatic dragonnes within 300 feet of one another are in constant communication. If one is aware of a particular danger, they all are. If one in the group is not flat-footed, none of them are. No axiomatic dragonne in the group is considered flanked unless all of them are.

Pounce (Ex): If an axiomatic dragonne charges, it can make a full attack in the same round.

Roar (Su): An axiomatic dragonne can loose a devastating roar every 1d4 rounds. All creatures except dragonnes within 120 feet must succeed on a DC 15 Will save or become fatigued. Those within 30 feet who fail their saves become exhausted.

Smite Chaos (Su): Once per day, an axiomatic dragonne can make a normal attack to deal extra damage equal to its Hit Dice (maximum 20 points) against a chaotic opponent.

Skills: An axiomatic dragonne has a +4 racial bonus on Listen and Spot checks.

Carrying Capacity: A light load for an axiomatic dragonne is up to 348 pounds; a medium load, 349–699 pounds; and a heavy load, 700–1,050 pounds.

CREATING AN AXIOMATIC CREATURE

"Axiomatic" is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, ooze, plant, or vermin of nonchaotic alignment.

An axiomatic creature uses all the base creature's statistics and abilities except as noted here. Do not recalculate the creature's Hit Dice, base attack bonus, saves, or skill points if its type changes.

Size and Type: Animals or vermin with this template become magical beasts, but otherwise the creature type is unchanged. Size is unchanged. Axiomatic creatures encountered on the Material Plane have the extraplanar subtype.

Special Attacks: An axiomatic creature retains all the special attacks of the base creature and also gains the following special attack.

Smite Chaos (Su): Once per day, the creature can make a normal attack to deal extra damage equal to its Hit Dice (maximum 20 points) against a chaotic opponent.

Special Qualities: An axiomatic creature retains all the special qualities of the base creature and also gains the following special qualities.

—Darkvision out to 60 feet.

—Resistance to cold 5, electricity 5, fire 5, and sonic 5. If the creature has 12 or more Hit Dice, these resistances increase to 10.

—Spell resistance equal to the creature's Hit Dice +5 (maximum 25).

—*Linked Minds (Ex):* Axiomatic creatures of the same kind within 300 feet of one another are in constant communication. If one is aware of a particular danger, they all are. If one in the group is not flat-footed, none of them are. No axiomatic creature in the group is considered flanked unless all of them are.

If the base creature already has one or more of these special qualities, use the better value.

Abilities: Same as the base creature, but Intelligence is at least 3.

Environment: Any lawful-aligned plane.

Challenge Rating: Up to 3 HD, as the base creature; 4 to 7 HD, as the base creature +1; 8 or more HD, as the base creature +2.

Alignment: Always lawful (any).

Level Adjustment: As the base creature +4.

Illus. by A. Swekel

DHARCULUS

Medium Aberration (Extraplanar)
Hit Dice: 8d8+40 (76 hp)
Initiative: +6
Speed: 30 ft. (6 squares)
Armor Class: 22 (+2 Dex, +10 natural), touch 12, flat-footed 20
Base Attack/Grapple: +6/+7
Attack: Tentacle +8 melee (1d4+1)
Full Attack: 6 tentacles +8 melee (1d4+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Improved grab, ethereal bite
Special Qualities: Dualplanar, spell resistance 20
Saves: Fort +7, Ref +4, Will +11
Abilities: Str 12, Dex 14, Con 20, Int 11, Wis 17, Cha 17
Skills: Listen +14, Spot +14
Feats: Improved Initiative, Iron Will, Weapon Finesse
Environment: Ethereal Plane
Organization: Solitary
Challenge Rating: 9
Treasure: Standard
Alignment: Usually neutral
Advancement: 9–11 HD (Large); 12–24 HD (Huge)
Level Adjustment: +7 (cohort)

A swarm of blind, writhing creatures flails through the air, drawing a deeper shadow of menace behind.

Dharculus

Illus. by D. Crabapple

A dharculus inserts its mawed tentacle ends into corporeal planes to feed, much like a bear scoops trout out of a stream. To corporeal eyes, a dharculus's six tentacles appear as a swarm of blind, snakelike creatures sliding through the air in a deadly school (though the shadow of the creature's menace is visible in dreamy outline). On the Ethereal Plane or to those who can see across the ethereal border, the tentacle tips all come together in a fused, wormlike braid that forms the dharculus's body. The posterior end of the cylindrical body loops back toward the front like a question mark, the end of which is a huge, drooling maw filled with razor-sharp teeth. Several tentacles end in eyes instead of maws, which the entity keeps safely ethereal to search the Material Plane for its next meal.

The dharculus is a creature from an alternate reality far from the Material Plane, and perhaps beyond the planar cosmology as it is presently understood. It may be that these creatures are dependent on some element from their unknown place of origin; however, reports indicate that more and more of these creatures are hunting along the shoals of corporeal planes.

A dharculus does not speak.

COMBAT

A dharculus's dual-plane existence provides it exceptional protection against its prey, while it is free to attack most potential victims with impunity, first by establishing a hold with a small mawed tentacle, then by bringing its otherwise intangible ethereal bite into play.

Dualplanar (Ex): The bulk of a dharculus's body resides on the Ethereal Plane, but the monster possesses the capacity to insert or remove its mawed tentacle ends into or out of the Material Plane as a standard action. Creatures that are stuck on the Material Plane find it difficult but not impossible to target the dharculus. Because the monster is dualplanar and therefore exists partially on the Material Plane while its tentacles are inserted, its foes on the Material Plane can attack the creature as if it had cover, and so it gains a +4 bonus to Armor Class and a +2 bonus on Reflex saves. A dharculus can take a standard action to remove its tentacles from the Material Plane, allowing it to effectively retreat completely into the Ethereal Plane.

Improved Grab (Ex): To use this ability, a dharculus must hit a Small or larger creature with its tentacle attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and attaches the tentacle to the opponent.

After a successful grab, a dharculus can try to attach its remaining tentacles with a single grapple check. The opponent can escape with a successful grapple check or Escape Artist check, but the dharculus gets a +2 circumstance bonus for every tentacle that was attached at the beginning of the opponent's turn.

Ethereal Bite (Ex): A dharculus that begins a turn with all six tentacles attached and that makes a successful grapple check automatically makes an ethereal bite (biting with its enormous, body-sized maw, which is normally relegated to the Ethereal Plane), dealing 6d6+1 points of damage. The maw and main body of the creature remain only a threatening thickness in the air even when the bite is delivered, so the sudden jerking and wounding of a victim become all the more unsettling to the victim's compatriots.

DWARF, FROST

1st-level Warrior
Medium Humanoid (Dwarf, Extraplanar)
Hit Dice: 1d8+6 (10 hp)
Initiative: +0
Speed: 20 ft. in hide (4 squares); base speed 20 ft.
Armor Class: 15 (+3 hide armor, +2 heavy shield), touch 10, flat-footed 15
Base Attack/Grapple: +1/+2
Attack: Battleaxe +2 melee (1d8+1/×3) or throwing axe +1 ranged (1d6+1)
Full Attack: Battleaxe +2 melee (1d8+1/×3) or throwing axe +1 ranged (1d6+1)
Space/Reach: 5 ft./5 ft.
Special Attacks: Frost dwarf traits, spell-like abilities
Special Qualities: Darkvision 120 ft., frost dwarf traits
Saves: Fort +5*, Ref +0*, Will –1*
Abilities: Str 13, Dex 11, Con 16, Int 10, Wis 9, Cha 4
Skills: Craft (blacksmithing) +4, Craft (stonemasonry) +2, Listen +2, Move Silently +4, Spot +2
Feats: Toughness
Environment: Infinite Layers of the Abyss (Ice Wastes)
Organization: Solitary, team (2–4), squad (9–16 plus 3 3rd-level sergeants and 1 leader of 3rd–8th level) or clan (20–80 plus 25% noncombatants plus 1 3rd-level sergeant per 5 adults, 3–6 6th-level lieutenants, and 1–4 9th-level captains)
Challenge Rating: 1
Treasure: Standard coins, double goods, standard items
Alignment: Always chaotic evil
Advancement: By character class
Level Adjustment: +1

The pale blue figure before you is plainly a dwarf, but one twisted by unknown magic into something not quite natural. Its hollow eyes glow with a strange white light, and icicles hang from its blue hair and beard.

Frost dwarf

Millennia ago, the frost giants of the Ice Wastes of the Abyss enslaved a tribe of duergar and brought them to their home to craft armor and weapons. All but the hardiest perished, and those who survived gradually changed, becoming more like their frost giant masters. Now, frost dwarves toil away in the mines and forges of the Ice Wastes, plotting their liberation—and their revenge.

COMBAT

Like other dwarves, frost dwarves use their environment to its fullest, though they only rarely plan out their attacks in advance. Frost dwarves hurl themselves into every battle with reckless abandon, hacking away with their axes until no enemies are left. In close combat, frost dwarves sometimes cast aside their battleaxes and attempt to grapple their foes into submission, using their *chill touch* spell-like ability to help take the fight out of their enemies (and later ransoming their prisoners for a hefty profit). If outmatched—or if they simply wish to remain hidden—frost dwarves use their *obscuring mist* spell-like ability to confuse their enemies and cover their escape. (The frost dwarves may not be able to see through the mist themselves, but they know the layout of their mines and tunnels.)

Frost Dwarf Traits (Ex): Frost dwarves have the following racial traits.

— +4 Constitution, –4 Charisma.

— Medium size.

— Darkvision out to 120 feet.

— Immunity to paralysis, phantasms, and poison.

— Resistance to cold 10.

— Stability: Dwarves are exceptionally stable on their feet. A dwarf has a +4 bonus on ability checks made to resist being bull rushed or tripped when standing on the ground (but not when climbing, flying, riding, or otherwise not standing firmly on the ground).

— +2 racial bonus on saves against spells and spell-like abilities (*not reflected in the saving throw numbers given here).

— +1 racial bonus on attack rolls and +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and frost giants).

— Spell-Like Abilities: 1/day—*chill touch* and *obscuring mist* as a wizard of the frost dwarf's class level +2 (minimum caster level 3rd).

— Light sensitivity (dazzled in bright sunlight or within the radius of a *daylight* spell).

— +4 racial bonus on Move Silently checks.

Illus. by S. Prescott

— +2 racial bonus on Appraise and Craft checks related to stone or metal.

— Automatic Languages: Common, Dwarven, Giant. Bonus languages: Draconic, Goblin, Orc, Terran, Undercommon.

— Favored Class: Fighter.

— Level adjustment +1.

The frost dwarf warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Challenge Rating: Frost dwarves with levels in NPC classes have a Challenge Rating equal to their character level. Frost dwarves with levels in PC classes have a Challenge Rating equal to their character level +1.

ELEMENTITE SWARM

Swarms of barely sentient elementals inhabit the Elemental Planes corresponding to their types. Elementite swarms are actually premature forms of standard elementals. On average, one or two individual elementites in each swarm may eventually grow up to be Small elementals.

COMBAT

Elementite swarms have very little intelligence. Like all swarms, they attack by moving into an opponent's space, provoking an attack of opportunity. An elementite swarm can occupy the same space as an opponent of any size, but it remains a creature with a 10-foot space. Swarms never make attacks of opportunity.

Unlike other creatures with a 10-foot space, an elementite swarm is shapeable. It can occupy any four contiguous 5-foot squares, and it can squeeze through any space large enough to contain a Tiny creature.

Elemental Traits: An elementite swarm has immunity to poison, magic sleep effects, paralysis, and stunning. It is not subject to extra damage from critical hits or flanking. The individual elementites cannot be *raised*, *reincarnated* or *resurrected* (though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore life). An elementite swarm has darkvision out to 60 feet.

Swarm Traits: A swarm has no clear front or back and no discernible anatomy, so it is not subject to extra damage from critical hits or flanking.

Reducing a swarm to 0 or fewer hit points causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple other creatures.

A swarm has immunity to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*). A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as many evocation spells and splash weapons.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a swarm in its square is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 swarm's HD + swarm's Con modifier) negates the effect. Spellcasting or concentrating on spells within the area of a swarm requires a Concentration check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Concentration check.

AIR ELEMENTITE SWARM

Tiny Elemental (Air, Extraplanar, Swarm)
Hit Dice: 7d8 (32 hp)
Initiative: +6
Speed: Fly 80 ft. (perfect) (16 squares)
Armor Class: 15 (+2 Dex, +2 size, +1 natural), touch 14, flat-footed 13
Base Attack/Grapple: +5/—
Attack: Swarm (2d6)
Full Attack: Swarm (2d6)
Space/Reach: 10 ft./0 ft.
Special Attacks: Air mastery, distraction, trip
Special Qualities: Darkvision 60 ft., elemental traits, swarm traits
Saves: Fort +2, Ref +7, Will +2
Abilities: Str 10, Dex 15, Con 10, Int 2, Wis 11, Cha 11
Skills: Hide +10, Listen +7, Spot +7
Feats: Alertness, Dodge, Improved Initiative
Environment: Elemental Plane of Air
Organization: Solitary, cloud (2–4 swarms), thunderhead (7–12 swarms)
Challenge Rating: 4
Treasure: None
Alignment: Usually neutral
Advancement: —
Level Adjustment: —

A light, cloudlike shimmer in the air moves of its own accord.

If an air elementite swarm is examined closely, individual, cloudlike air elementals can be discerned within it.

Combat

Air elementite swarms wander the Elemental Plane of Air like agitated clouds. Sometimes several swarms group together, making the air thick with the tiny elementites. They seek out and harass anything that is not an air elemental.

Air Mastery (Ex): Airborne creatures take a –1 penalty on attack and damage rolls against an air elementite swarm.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with an air elementite swarm in its square must succeed on a DC 13 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Trip (Ex): An air elementite swarm can attempt to trip any opponents (+4 check modifier*) in its space as a free

Illus. by D. Martin

action without making a touch attack or provoking an attack of opportunity. If the attempt fails, the opponent cannot react to trip the air elementite swarm.

*An air elementite swarm is treated as a Large creature for this purpose.

EARTH ELEMENTITE SWARM

Tiny Elemental (Earth, Extraplanar, Swarm)
Hit Dice: 7d8+7+9 (48 hp)
Initiative: +3
Speed: 20 ft. (4 squares)
Armor Class: 16 (–1 Dex, +2 size, +5 natural), touch 11, flat-footed 16
Base Attack/Grapple: +5/—
Attack: Swarm (2d6)
Full Attack: Swarm (2d6)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction
Special Qualities: Darkvision 60 ft., earth glide, elemental traits, swarm traits
Saves: Fort +2, Ref +8, Will +2
Abilities: Str 15, Dex 8, Con 12, Int 2, Wis 11, Cha 11
Skills: Hide +11, Listen +5, Spot +5
Feats: Toughness (×3)
Environment: Elemental Plane of Earth
Organization: Solitary, rumble (2–4 swarms), or quake (7–12 swarms)
Challenge Rating: 4
Treasure: None
Alignment: Usually neutral
Advancement: —
Level Adjustment: —

The earth buckles, as if from a highly localized tectonic disturbance.

An earth elementite swarm seems to be composed of individual rocks, each the size of a small cat. They crowd together as a mass.

Combat

Earth elementite swarms enjoy crushing things. They roll over terrain and creatures, pulverizing anything in the way.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with an earth elementite swarm in its square must succeed on a DC 14 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Earth Glide (Ex): Earth elementite swarms can glide through stone, dirt, or almost any other sort of earth except metal, as easily as a fish swims through water. The swarm's burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A

move earth spell cast on an area containing a burrowing earth elementite swarm flings the swarm back 30 feet and stuns the swarm for 1 round unless it succeeds on a DC 15 Fortitude save.

FIRE ELEMENTITE SWARM

Tiny Elemental (Extraplanar, Fire, Swarm)
Hit Dice: 7d8 (32 hp)
Initiative: +7
Speed: 40 ft. (8 squares)
Armor Class: 16 (+3 Dex, +2 size, +1 natural), touch 15, flat-footed 13
Base Attack/Grapple: +5/—
Attack: Swarm (2d6 plus 2d6 fire)
Full Attack: Swarm (2d6 plus 2d6 fire)
Space/Reach: 10 ft./0 ft.
Special Attacks: Burn, distraction
Special Qualities: Darkvision 60 ft., elemental traits, immunity to fire, swarm traits, vulnerability to cold
Saves: Fort +2, Ref +8, Will +2
Abilities: Str 9, Dex 17, Con 10, Int 2, Wis 10, Cha 11
Skills: Hide +11, Spot +10
Feats: Ability Focus (burn), Ability Focus (distraction), Improved Initiative
Environment: Elemental Plane of Fire
Organization: Solitary, flame (2–4 swarms), or blaze (5–8 swarms)
Challenge Rating: 4
Treasure: None
Alignment: Usually neutral
Advancement: —
Level Adjustment: —

A crackling mass of tiny flames sweeps purposefully toward you.

If scrutinized, a fire elementite swarm can be determined to be composed of little individual flames, each acting as a member of the group.

Combat

Fire elementite swarms enjoy burning things. Even though they're more curious than malicious, their limited intelligence usually prevents them from understanding attempts at communication made by living targets.

Burn (Ex): A fire elementite swarm's attack deals damage as well as extra fire damage from the diminutive elementals' flaming bodies. Those swarmed by fire elementites also must succeed on a DC 15 Reflex save or catch on fire. The flames burn for 1d4 rounds. A burning creature can take a move action to put out the flame. The save DC is Constitution-based.

Creatures hitting a fire elementite swarm with natural weapons or unarmed attacks take fire damage as though hit by the swarm, and also catch on fire unless they succeed on a Reflex save.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a fire elementite swarm in its square must succeed on a DC 15 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

WATER ELEMENTITE SWARM

Tiny Elemental (Extraplanar, Swarm, Water)
Hit Dice: 7d8+10 (42 hp)
Initiative: +4
Speed: 20 ft. (4 squares), swim 90 ft.
Armor Class: 16 (+0 Dex, +2 size, +4 natural), touch 12, flat-footed 16
Base Attack/Grapple: +5/—
Attack: Swarm (2d6)
Full Attack: Swarm (2d6)
Space/Reach: 10 ft./0 ft.
Special Attacks: Distraction, drown
Special Qualities: Darkvision 60 ft., drench, elemental traits, swarm traits, water mastery
Saves: Fort +2, Ref +5, Will +2
Abilities: Str 13, Dex 10, Con 12, Int 2, Wis 11, Cha 11
Skills: Hide +8, Listen +7, Spot +7
Feats: Alertness, Improved Initiative, Toughness
Environment: Elemental Plane of Water
Organization: Solitary, swirl (2–4 swarms), or wave (5–8 swarms)
Challenge Rating: 4
Treasure: None
Alignment: Usually neutral
Advancement: —
Level Adjustment: —

An area of water swirls and ripples.

Tiny, individual wavelike creatures can be seen within a water elementite swarm. The creatures act as a group, forming a much larger quantity of water.

Combat

Water elementite swarms live and learn by exploring creatures by swarming all over them. They are a significant threat to visitors to the Elemental Plane of Water.

Distraction (Ex): Any living creature vulnerable to a swarm's damage that begins its turn with a water elementite swarm in its square must succeed on a DC 14 Fortitude save or be nauseated for 1 round. The save DC is Constitution-based.

Drench (Ex): As water elementites swarm over a creature or an area, they put out torches, campfires, exposed lanterns, and other open flames of nonmagical origins if these are of Large size or smaller. A swarm can dispel magical fire it touches as if by *dispel magic* (caster level 7th).

Drown (Ex): Water elementites swarm over and into any creature in the same space, filling its lungs (or other

breathing apparatus). Holding one's breath is not possible in the middle of the swarm; a victim is immediately at risk of drowning and must make a Constitution check every round (see Drowning, page 304 of the *Dungeon Master's Guide*).

Water Mastery (Ex): A water elementite swarm gains a +1 bonus on attack and damage rolls if both it and its opponent are touching water. If the foe or the swarm is touching the ground, the swarm takes a –4 penalty on attack and damage rolls.

Water elementite swarms don't overturn ships as their larger water elemental brethren do. Instead, they swarm up and over a ship, exploring the cabins and the cargo areas. Sometimes the weight of several swarms can cause a small ship to sink.

ELSEWHALE

Gargantuan Magical Beast (Extraplanar)
Hit Dice: 12d10+87 (153 hp)
Initiative: +1
Speed: Swim 40 ft. (8 squares)
Armor Class: 16 (–4 size, +1 Dex, +9 natural), touch 7, flat-footed 15
Base Attack/Grapple: +12/+36
Attack: Bite +20 melee (4d6+12)
Full Attack: Bite +20 melee (4d6+12) and tail slap +15 melee (1d8+6)
Space/Reach: 20 ft./15 ft.
Special Attacks: —
Special Qualities: Blindsight 120 ft., carry passengers, hold breath, low-light vision, spell-like abilities
Saves: Fort +15, Ref +9, Will +6
Abilities: Str 35, Dex 13, Con 24, Int 7, Wis 14, Cha 16
Skills: Listen +16*, Spot +15*, Swim +20
Feats: Alertness, Diehard, Endurance, Improved Natural Attack (bite), Toughness
Environment: Temperate aquatic
Organization: Solitary or pod (6–11)
Challenge Rating: 7
Treasure: None
Alignment: Usually neutral good
Advancement: 13–18 HD (Gargantuan); 19–36 HD (Colossal)
Level Adjustment: —

This 60-foot-long, pale white whale has an unusual gleam of interest in its wide eyes.

Elsewhales exist in the wild oceans of the multiverse, swimming from ocean to ocean following crossdimensional currents and using their own special abilities to get where they want to go. Some elsewhales have been domesticated to serve as mounts (see page 72).

Elsewhales speak their own language, a tongue akin to whalesong.

Elsewhale

Illus. by D. Roach

COMBAT

Wild elsewhales sometimes choose to grab their foes in a secure bite grapple, shift to another plane's ocean, then leave on their own, allowing the unfamiliar territory to do in their enemies.

Carry Passengers (Ex): An elsewhale can carry up to 1 Large, 4 Medium, or 16 Small creatures in its mouth, without swallowing or otherwise endangering the carried passengers. Only willing passengers may be carried inside the mouth (but unwilling creatures may be caught in the bite grapple). Creatures carried within the closed mouth enjoy a breathable atmosphere for the same period of time that the elsewhale can hold its breath (see below). When carried in the creature's mouth or in its bite grapple, subjects automatically fail their saving throw against the elsewhale's *plane shift* spell-like ability.

Spell-like Abilities: 1 day—*plane shift* (DC 19), elsewhale and passengers in mouth or grapple only. Caster level 9th.

Blindsight (Ex): Elsewhales can "see" by emitting high-frequency sounds, inaudible to most other creatures, that allow them to locate objects and creatures within 120 feet. A *silence* spell negates this and forces the elsewhale to rely on its vision, which is approximately as good as a human's.

Hold Breath (Ex): An elsewhale can hold its breath for a number of rounds equal to 8 × its Constitution score before it risks drowning.

Skills: An elsewhale has a +8 racial bonus on any Swim check to perform some special action or avoid a hazard. It can always choose to take 10 on a Swim check, even if distracted or endangered. It can use the run action while swimming, provided it swims in a straight line.

*An elsewhale has a +4 racial bonus on Spot and Listen checks. These bonuses are lost if its blindsight is negated.

TRAINING AN ELSEWHALE

Trained elsewhales are highly valued as modes of interplanar conveyance. An elsewhale requires training before it will willingly bear passengers within its mouth on command. Training an elsewhale requires six weeks of work and a DC 25 Handle Animal check.

Carrying Capacity: A light load for an elsewhale is up to 8,512 pounds; a medium load, 8,513–17,056 pounds; and a heavy load, 17,057–25,600 pounds.

Elysian thrush

Illus. by E. Fiegenschuh

ELYSIAN THRUSH

Tiny Magical Beast (Extraplanar, Good)
Hit Dice: 1d10 (5 hp)
Initiative: +2
Speed: 10 ft. (2 squares), fly 40 ft. (average)
Armor Class: 14 (+2 size, +2 Dex), touch 14, flat-footed 12
Base Attack/Grapple: +0/–13
Attack: Claws +5 melee (1d2–5)
Full Attack: Claws +5 melee (1d2–5)
Space/Reach: 2-1/2 ft./0 ft.
Special Attacks: Elysian song
Special Qualities: Low-light vision
Saves: Fort +2, Ref +4, Will +2
Abilities: Str 1, Dex 15, Con 10, Int 2, Wis 14, Cha 14
Skills: Listen +4, Spot +4
Feats: Weapon Finesse
Environment: Blessed Fields of Elysium
Organization: Solitary, pair, or flock (8–32)
Challenge Rating: 1/4
Treasure: None
Alignment: Always neutral good
Advancement: —
Level Adjustment: —

This richly hued songbird is about two feet long and has a wingspan of about three and a half feet.

By virtue of their beautiful song, Elysian thrushes contribute to the overall feeling of joy and contentment that suffuses the Blessed Fields of Elysium.

COMBAT

Elysian thrushes are not combative birds by any means. If attacked, they are more likely to flee than to fight back. But their gentle song has a soporific effect that can entrap those who hear it. These birds are reluctant to completely abandon their perches, however, and even if chased away, they may soon return (often within 4d6 rounds).

Elysian Song (Su): The song of an Elysian thrush is melodic, soothing, and extremely hypnotic. Those within 30 feet who listen to the thrush's song while resting recover at twice the normal natural healing rate.

However, after 12 hours of listening to the Elysian song, a character not native to the Blessed Fields of Elysium must succeed on a DC 12 Will saving throw or become completely uninterested in departing. The character is perfectly content to remain encamped, and if no one brings her food and water, she will quietly die of starvation and thirst, content merely to keep listening to the bird's song. She can be removed forcibly and subsequently returns to normal after 24 consecutive hours of not hearing the Elysian song. Otherwise, the effect of the song can be broken only by casting a spell on the victim that stirs up powerful emotions (*fear*, *rage*, or *crushing despair*, for example), or by slaying all the Elysian thrushes within hearing.

ENERGON

Until now, only two types of energon have been documented by planar travelers—the xag-ya and the xeg-yi, native inhabitants of the Energy Planes (see *Manual of the Planes* for details). But other kinds of energons wander the multiverse as well, including the xac-yij (acid), the xor-yost (cold), the xap-yaup (electricity), the xac-yel (fire), and the xong-yong (sonic). In the statistics given for each kind below, the indicated environment is one of the more likely places in which to encounter that particular energon.

The purpose of the energons remains enigmatic. They find great releases of energy, especially of their particular type, to be attractive. They congregate at scenes of natural and created cataclysms. Sometimes one will peacefully follow a spellcaster whom the energon witnessed casting a powerful, energy-based spell.

Energons also exhibit curiosity about *gates* and portals, often choosing to go through them, if able. Because of this, energons can be found on almost any plane, even though the creatures have no natural ability to travel between planes. A lone energon can reproduce; energons procreate asexually by simply advancing to 15 Hit Dice and choosing to split into three energons of the same kind with 5 HD each. Few energons advance far enough to produce offspring, so while energons exist throughout the planes, they remain unusual and uncommon creatures.

An energon is a translucent globe about 2 feet across that floats and shimmers in the air, giving off an aura fitting to its particular type of energy (acidic, frosty, ozonelike, burning, or thrumming). A pair of spots on the upper hemisphere of the globe suggests eyes. Beneath the lower hemisphere of the globe, six to twelve tentacles dangle and curl. Energons spread and contract their tentacles when they move, much as an octopus or squid does.

As incorporeal creatures, energons ignore terrain.

Large amounts of energy of their type will tend to attract energons. They often lurk, watching a spellcaster or creature who uses energy attacks. They rarely start fights, but occasionally seek to touch other creatures—a very painful prospect for most.

If in combat with a group of creatures, each type of energon has a preferred type of target that it will attack, if able.

Energy Ray (Ex): An energon's energy ray has a range of 30 feet.

Explosion (Su): If an energon is reduced to 0 hit points, its body is instantaneously destroyed in an explosion that deals 1d8+9 points of damage of its energy type to everyone in a 20-foot-radius burst (Reflex DC 16 half).

Incorporeal Traits: An energon is harmed only by other incorporeal creatures, magic weapons, spells, spell-like abilities, and supernatural abilities. It has a 50% chance to ignore any damage from a corporeal source, except for force effects or attacks made with ghost touch weapons. It can pass through solid objects, but not force effects, at will. Its attacks ignore natural armor, armor, and shields, but deflection bonuses and force effects work normally against them. An incorporeal creature always moves silently and cannot be heard with Listen checks if it doesn't wish to be.

Outsider Traits: An energon cannot be raised, reincarnated or resurrected (though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore life). It has darkvision out to 60 feet.

Energons do not speak, even among themselves.

COMBAT

Energons use their incorporeality to great advantage, retreating into solid objects when attacked. They rarely start a combat, but will fight fiercely if attacked.

XAC-YEL

Medium Outsider (Extraplanar, Fire, Incorporeal)
Hit Dice: 5d8+5 (27 hp)
Initiative: +7
Speed: Fly 20 ft. (good) (4 squares)
Armor Class: 17 (+3 Dex, +4 deflection), touch 17, flat-footed 14
Base Attack/Grapple: +5/—
Attack: Incorporeal touch +8 melee (1d6 plus 2d6 fire) or energy ray +8 ranged touch (1d8 fire)

Illus. by D. Martin

Full Attack: 4 incorporeal touches +8 melee (1d6 plus 2d6 fire) or energy ray +8 ranged touch (1d8 fire)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., explosion, immunity to fire, incorporeal traits, outsider traits, vulnerability to cold
Saves: Fort +5, Ref +7, Will +4
Abilities: Str —, Dex 17, Con 12, Int 7, Wis 10, Cha 18
Skills: Hide +11, Knowledge (the planes) +6, Search +6, Sense Motive +8, Spot +8 (+10 on other planes)
Feats: Dodge, Improved Initiative
Environment: Bleak Eternity of Gehenna (Khalas)
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 6–9 HD (Medium); 10–15 HD (Large)
Level Adjustment: —

This creature looks like a fireball with two eyes peering out of it and fiery tentacles trailing behind it.

The xac-yel prefers an exceptionally hot, dry environment. This fire-based energon and its cold-based cousin, the xor-yost, tend to be the most social of all energons. If encountered on a cold or wet plane, such as the Elemental Plane of Water or some levels of the Abyss, it is usually very agitated and desperately seeking a means of leaving. If anyone is kind enough to open a *gate* or usher a xac-yel toward one, it may follow that individual for a time to do him or her a favor before departing.

Combat

Xac-yels target fur-covered or large creatures before attacking others.

XAC-YIJ

Medium Outsider (Extraplanar, Incorporeal)
Hit Dice: 5d8+15 (37 hp)
Initiative: +1
Speed: Fly 20 ft. (good) (4 squares)
Armor Class: 15 (+1 Dex, +4 deflection), touch 15, flat-footed 14
Base Attack/Grapple: +5/—
Attack: Incorporeal touch +7 melee (1d6 plus 2d6 acid) or energy ray +7 ranged touch (1d8 acid)
Full Attack: 4 incorporeal touches +7 melee (1d6 plus 2d6 acid) or energy ray +7 ranged touch (1d8 acid)
Space/Reach: 5 ft./5 ft.
Special Attacks: —

Special Qualities: Darkvision 60 ft., explosion, immunity to acid, incorporeal traits, outsider traits
Saves: Fort +7, Ref +5, Will +4
Abilities: Str —, Dex 12, Con 17, Int 7, Wis 10, Cha 18
Skills: Diplomacy +6, Hide +9, Knowledge (the planes) +6, Search +6, Sense Motive +8, Spot +8, Survival +8 (+10 on other planes)
Feats: Weapon Focus (incorporeal touch), Weapon Focus (ray)
Environment: Ever-Changing Chaos of Limbo
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 6–9 HD (Medium); 10–15 HD (Large)
Level Adjustment: —

An acrid smell taints the air. A bright green ball looks wet with moisture. Each drop hisses as it falls. Its numerous, whiplike tentacles push it through the air.

The xac-yij prefers open-air environments and exhibit an aversion to enclosed spaces such as underground passages.

Combat

A xac-yij focuses its attacks on smaller creatures first, before attacking larger ones.

XAP-YAUP

Medium Outsider (Extraplanar, Incorporeal)
Hit Dice: 5d8+10 (32 hp)
Initiative: +2
Speed: Fly 20 ft. (good) (4 squares)
Armor Class: 16 (+2 Dex, +4 deflection), touch 16, flat-footed 14
Base Attack/Grapple: +5/—
Attack: Incorporeal touch +7 melee (1d6 plus 2d6 electricity) or energy ray +7 ranged touch (1d8 electricity)
Full Attack: 4 incorporeal touches +7 melee (1d6 plus 2d6 electricity) or energy ray +7 ranged touch (1d8 electricity)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., explosion, immunity to electricity, incorporeal traits, outsider traits
Saves: Fort +6, Ref +8, Will +4
Abilities: Str —, Dex 15, Con 14, Int 7, Wis 10, Cha 18
Skills: Hide +10, Knowledge (the planes) +6, Search +6, Sense Motive +8, Spot +8 (+10 on other planes)
Feats: Combat Reflexes, Lightning Reflexes
Environment: Wilderness of the Beastlands
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 6–9 HD (Medium); 10–15 HD (Large)
Level Adjustment: —

The air around this jellyfishlike creature crackles and pulses with electrical energy.

The xap-yaup lingers in areas of the planes with natural electrical phenomena. On the Material Plane, it often accompanies a fierce, lightning-filled storm.

Combat

A xap-yaup targets characters in heavy armor, especially metal, first.

XONG-YONG

Medium Outsider (Extraplanar, Incorporeal)
Hit Dice: 5d8+13 (35 hp)
Initiative: +2
Speed: Fly 20 ft. (good) (4 squares)
Armor Class: 16 (+2 Dex, +4 deflection), touch 16, flat-footed 14
Base Attack/Grapple: +5/—
Attack: Incorporeal touch +8 melee (1d6 plus 2d6 sonic); or energy ray +8 ranged touch (1d8 sonic)
Full Attack: 4 incorporeal touches +8 melee (1d6 plus 2d6 sonic); or energy ray +8 ranged touch (1d8 sonic)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., explosion, immunity to sonic, incorporeal traits, outsider traits
Saves: Fort +6, Ref +6, Will +6
Abilities: Str —, Dex 14, Con 15, Int 7, Wis 10, Cha 18
Skills: Hide +10, Knowledge (the planes) +6, Search +6, Sense Motive +8, Spot +8 (+10 on other planes)
Feats: Iron Will, Toughness
Environment: Infernal Battlefield of Acheron (Tintibulus)
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 6–9 HD (Medium); 10–15 HD (Large)
Level Adjustment: —

The air around this translucent ball literally hums with energy. As it moves, streamers of iridescent tentacles pulse like those of a jellyfish.

The xong-yong enjoys being in noisy places.

Combat

A xong-yong targets creatures in light or medium armor first.

XOR-YOST

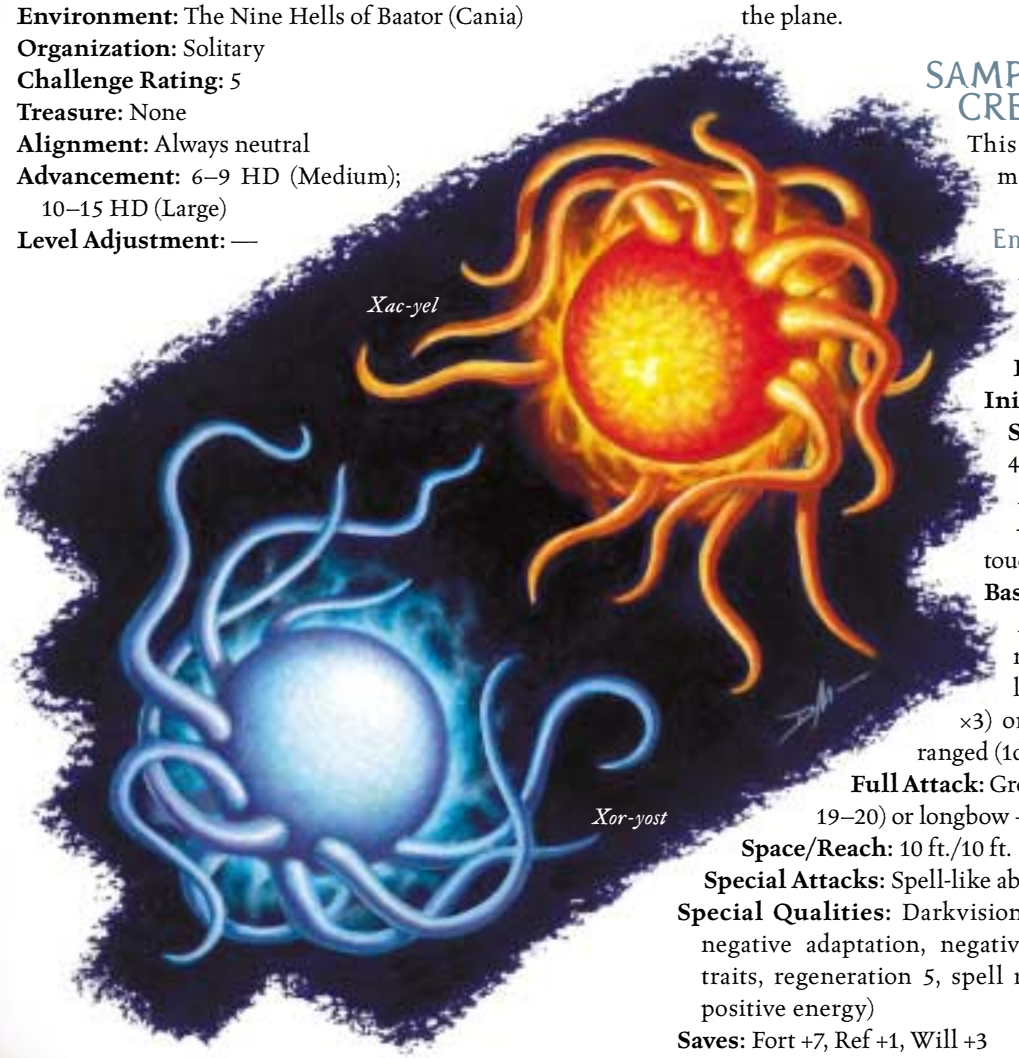
Medium Outsider (Cold, Extraplanar, Incorporeal)
Hit Dice: 5d8+23 (45 hp)
Initiative: +0
Speed: Fly 20 ft. (good) (4 squares)
Armor Class: 14 (+0 Dex, +4 deflection), touch 14, flat-footed 14
Base Attack/Grapple: +5/—
Attack: Incorporeal touch +5 melee (1d6 plus 2d6 cold) or energy ray +5 ranged touch (1d8 cold)
Full Attack: 4 incorporeal touches +5 melee (1d6 plus 2d6 cold) or energy ray +5 ranged touch (1d8 cold)
Space/Reach: 5 ft./5 ft.
Special Attacks: —
Special Qualities: Darkvision 60 ft., explosion, immunity to cold, incorporeal traits, outsider traits, vulnerability to fire
Saves: Fort +10, Ref +4, Will +4
Abilities: Str —, Dex 10, Con 19, Int 7, Wis 10, Cha 18
Skills: Hide +8, Knowledge (the planes) +6, Search +6, Sense Motive +8, Spot +8, Survival +8 (+10 on other planes)
Feats: Great Fortitude, Toughness
Environment: The Nine Hells of Baator (Cania)
Organization: Solitary
Challenge Rating: 5
Treasure: None
Alignment: Always neutral
Advancement: 6–9 HD (Medium); 10–15 HD (Large)
Level Adjustment: —

A frosty white ball radiates cold. Its numerous, whiplike tentacles push it through the air.

The xor-yost prefers exceptionally cold environments. This cold-based energon and its fire-based cousin, the xac-yel, tend to be the most social of all energons. If encountered on a hot plane, such as the Elemental Plane of Fire or some parts of the Nine Hells (such as Dis), a xor-yost is usually very agitated and desperately seeking a means of leaving. If anyone is kind enough to open a *gate* or usher the energon toward one, it may follow that individual for a time to do him or her a favor before departing.

Combat

A xor-yost attacks unarmored, lightly dressed characters before assailing those with heavy garb or armor.



Illus. by D. Martin

ENTROPIC CREATURE

Entropic creatures dwell on the Negative Energy Plane. In addition to large quantities of undead, entropic creatures ideally adapted to the negative energy environment inhabit the plane.

SAMPLE ENTROPIC CREATURE

This example uses an ogre mage as the base creature.

Entropic Ogre Mage

Large Outsider (Augmented Giant, Extraplanar)
Hit Dice: 5d8+20 (42 hp)
Initiative: +4
Speed: 40 ft. (8 squares), fly 40 ft. (good)
Armor Class: 18 (–1 size, +5 natural, +4 chain shirt), touch 9, flat-footed 18
Base Attack/Grapple: +3/+12
Attack: Greatsword +7 melee (3d6+7/19–20) or longbow +2 ranged (2d6/×3) or negative energy ray +2 ranged (1d4+4 negative energy)
Full Attack: Greatsword +7 melee (3d6+7/19–20) or longbow +2 ranged (2d6/×3)
Space/Reach: 10 ft./10 ft.
Special Attacks: Spell-like abilities
Special Qualities: Darkvision 90 ft., low-light vision, negative adaptation, negative energy aura, outsider traits, regeneration 5, spell resistance 19 (20 against positive energy)
Saves: Fort +7, Ref +1, Will +3

Entropic ogre mage

Illus. by V. Rams

Abilities: Str 21, Dex 10, Con 19, Int 14, Wis 14, Cha 19
Skills: Concentration +14, Listen +10, Spellcraft +10, Spot +10
Feats: Combat Expertise, Improved Initiative
Environment: Negative Energy Plane
Organization: Solitary
Challenge Rating: 10
Treasure: Double standard
Alignment: Usually lawful evil
Advancement: By character class
Level Adjustment: +9

This creature looks like a big, demonic human. It has green skin, dark hair, and a pair of short ivory horns protruding from its forehead. Its eyes are dark with strikingly white pupils, and its teeth and claws are jet black.

An entropic ogre mage looks like a standard ogre mage, but is much more deadly. The negative energy powers it possesses enable it to better indulge its rapacious and cruel nature.

An entropic ogre mage is identical in measurements to its Material Plane cousin. It stands about 10 feet tall and weighs up to 700 pounds. Its skin varies in color from light green to light blue, and its hair is black or dark brown. Ogre mages favor loose, comfortable clothing and lightweight armor.

Ogre mages speak Giant and Common.

Combat

An entropic ogre mage relies on its spell-like abilities, just as a regular ogre mage does, but is more liable to resort to physical combat due to its imposing negative energy aura. Nevertheless, when faced with obviously superior forces, it prefers to retreat using *gaseous form* rather than fight a losing battle.

Spell-Like Abilities: At will—*darkness*, *invisibility*; 1/day—*charm person* (DC 14), *cone of cold* (DC 18), *gaseous form*, *polymorph*, *sleep* (DC 14). Caster level 9th.

Flight (Su): An ogre mage can cease or resume flight as a free action. While using *gaseous form*, it can fly at its normal speed and has perfect maneuverability.

Regeneration (Ex): Fire and acid deal normal damage to an ogre mage.

An ogre mage that loses a limb or body part can reattach it by holding the severed member to the stump. Reattachment takes 1 minute. If the head or some other vital organ is severed, it must be reattached within 10 minutes or the creature dies. An ogre mage cannot regrow lost body parts.

CREATING AN ENTROPIC CREATURE

"Entropic" is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, outsider, plant, undead, or vermin (referred to hereafter as the base creature).

An entropic creature uses all the base creature's statistics and abilities except as noted here.

Size and Type: Unless the creature was undead, its type changes to outsider. Do not recalculate the creature's Hit Dice, base attack bonus, or saves. Size is unchanged. The creature also gains the extraplanar subtype.

Special Attacks: An entropic creature retains all the special attacks of the base creature and also gains the following special attack.

Negative Energy Ray (Su): An entropic creature can fire a ray of negative energy once every 1d4 rounds with a range of 60 feet. With a successful ranged touch attack, an entropic creature infuses a target with points of negative energy damage equal to 1d4 + its Cha modifier. This attack damages living creatures and heals undead.

Special Qualities: An entropic creature has all the special qualities of the base creature, plus the following special qualities.

Limited Spell Resistance (Positive Energy) (Ex): An entropic creature has spell resistance equal to 15 + Hit Dice (maximum

35) against any spell or spell-like ability that uses positive energy, including *cure* spells.

Negative Adaptation (*Ex*): Entropic creatures do not lose hit points or need to make Fortitude saves due to being in a negative-dominant environment.

Negative Energy Aura (*Su*): Any living creature within 10 feet of an entropic creature loses 1 hit point per round due to the aura of negative energy surrounding it. Characters with immunity to negative energy effects, as well as other entropic creatures, are not affected by this aura. If conscious, an entropic creature can repress this aura as a standard action, but takes 1 point of Strength damage for each full minute that the aura is inactive. The aura is always functioning while an entropic creature is unconscious.

Outsider Traits: An entropic creature cannot be raised, reincarnated or resurrected (though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore life). It has darkvision out to 60 feet.

Turn Resistance (*Ex*): An undead entropic creature has +4 turn resistance.

Abilities: Increase from the base creature as follows: Constitution +2, Charisma +2. Intelligence is at least 3.

Environment: The Negative Energy Plane or same as the base creature.

Organization: Solitary.

Challenge Rating: 3 HD or fewer, as the base creature +1; 4 to 7 HD, as the base creature +2; 8 or more HD, as the base creature +3.

Level Adjustment: +2.

Illus. by D. Crabapple

GASPAR

Huge Magical Beast (Extraplanar)
Hit Dice: 14d10+112 (189 hp)
Initiative: +2
Speed: 60 ft. (12 squares)
Armor Class: 20 (+2 Dex, –2 size, +10 natural), touch 12, flat-footed 18
Base Attack/Grapple: +14/+30
Attack: Gore +20 melee (2d6+8)
Full Attack: Gore +20 melee (2d8+8) and 4 lesser gores +15 melee (2d6+8) and 2 hooves +15 melee (1d6+8)
Space/Reach: 15 ft./10 ft.
Special Attacks: Plane shift, powerful charge
Special Qualities: Darkvision 60 ft., low-light vision, spell resistance 20
Saves: Fort +17, Ref + 11, Will +4
Abilities: Str 27, Dex 14, Con 26, Int 2, Wis 11, Cha 9
Skills: Listen +9, Spot +12
Feats: Alertness, Weapon Focus (gore)
Environment: Wilderness of the Beastlands
Organization: Solitary or herd (2–8)

Gaspar

Challenge Rating: 10
Treasure: None
Alignment: Always neutral
Advancement: 15–28 HD (Huge); 29–42 HD (Gargantuan)
Level Adjustment: —

A wide rack of antlers crowns the head of this massive, staglike beast. Four lesser sets of antlers protrude from its shoulders and hips, giving it impressive protection.

Left to their own devices, gaspars are peaceful herd animals, content to roam the forests and graze the grasslands of the Wilderness of the Beastlands.

COMBAT

Gaspars are social herd animals that tend to avoid other species, and most creatures leave them alone. If harassed or attacked, a gaspar charges.

Plane Shift (Su): Although it has superb and imposing antlers, a gaspar has an even more remarkable defense mechanism: It can make its foes go away. If engaged in melee combat and seriously wounded or threatened (usually if reduced to half of its hit points), a gaspar activates its plane shift defense. Everyone within a 10-foot radius of the gaspar must make a DC 16 Will save or be transported to a random plane (see Table 5–7, page 151 of the *Dungeon Master's Guide*). All creatures caught in the same burst go to the same plane. The gaspar and any rider it bears are not transported.

Once a gaspar uses its plane shift ability, it can't do so again until 1d4 rounds later. A gaspar can plane shift a maximum of four times per day.

Powerful Charge (Ex): A gaspar deals 4d8+16 points of damage when it makes a charge.

TRAINING A GASPAR

Trained gaspars are highly valued as planar mounts, but a gaspar requires training before it can bear a rider. Training a gaspar requires six weeks of work and a DC 25 Handle Animal check. A professional trainer works with a spellcaster capable of casting *plane shift* and *teleport* to train a gaspar. The pair charges 7,500 gp to train a gaspar.

Riding a gaspar requires an exotic saddle. A gaspar can fight while carrying a rider, but the rider cannot also attack unless he or she succeeds on a Ride check.

Plane Shift (Su): A trained gaspar can learn to alter its plane shift ability. Instead of the defensive 10-foot-radius burst, it can take itself, its rider, and an amount of gear up to its maximum load to a plane specified by its rider (if the rider makes a DC 20 Ride check), as long as it has been there before. Failing the Ride check by 5 or more indicates that the gaspar transports to a different plane.

Carrying Capacity: A light load for a gaspar is up to 2,076 pounds; a medium load, 2,077–4,158 pounds; and a heavy load, 4,159–6,240 pounds.

Fire gnome

GNOME, FIRE

1st-level Warrior
Small Humanoid (Gnome, Extraplanar)
Hit Dice: 1d8+5 (9 hp)
Initiative: +0
Speed: 20 ft. (4 squares)
Armor Class: 16 (+1 size, +4 scale mail, +1 light shield), touch 11, flat-footed 16
Base Attack/Grapple: +1/–3
Attack: Heavy pick +2 melee (1d4/×4) or javelin +2 ranged (1d4)
Full Attack: Heavy pick +2 melee (1d4/×4) or javelin +2 ranged (1d4)
Space/Reach: 5 ft./5 ft.
Special Attacks: Fire gnome traits
Special Qualities: Fire gnome traits
Saves: Fort +4, Ref +0, Will –1
Abilities: Str 11, Dex 11, Con 14, Int 10, Wis 9, Cha 8
Skills: Hide +6, Listen +3, Spot +1
Feats: Toughness
Environment: Twin Paradises of Bytopia and Elemental Plane of Fire
Organization: Solitary, company (2–4), squad (11–20 plus 1 leader of 3rd–6th level and 2 3rd-level lieutenants), or band (30–50 plus 1 3rd-level sergeant per 20 adults, 5 5th-level lieutenants, 3 7th-level captains, and 2–5 Medium fire elementals).
Challenge Rating: 1
Treasure: Standard
Alignment: Usually neutral good
Advancement: By character class
Level Adjustment: +1

Coal-black, with blazing, yellow-orange eyes, this strange little figure could very nearly pass for a baby fire giant.

Countless ages of toil in the deep mines of Dothion, where the walls between the Twin Paradises of Bytopia and the Elemental Plane of Fire are very thin indeed, has created a hybrid race that shares some qualities of gnome and some of fire elemental. Fire gnomes are exceptionally resistant to heat and especially vulnerable to cold, and though they share some of the same interests as their cousins the svirfneblin, fire gnomes are nowhere near as insular and paranoid.

COMBAT

Fire gnomes do not have the innate illusion powers of their cousins, but they are capable of impressive effects with fire. They frequently give ground, only to devise elaborate schemes and return later. And also unlike rock gnomes, fire gnomes have no compunctions about killing—especially in

Illus. by S. Prescott

defense of their mines and tunnels. Adept at spotting incendiaries and explosives carried by opponents, fire gnomes are all too happy to start fires (which have no effect on them, of course) in hopes of setting off an opponent's own supply of explosives—and thus letting the fire gnomes defeat their foes with only minimal effort.

Fire Gnome Traits (Ex): Fire gnomes have the following racial traits.

— +2 Constitution, –2 Strength.

— Small: As Small creatures, fire gnomes have a +1 bonus to Armor Class, a +1 bonus on attack rolls, and a +4 bonus on Hide checks. They use smaller weapons than Medium characters use, and their lifting and carrying limits are three-quarters of those of a Medium character.

— A fire gnome's base land speed is 20 feet..

— Darkvision out to 60 feet.

— Stonecunning: This ability grants fire gnomes a +2 racial bonus on Search checks to notice unusual stonework. A fire gnome who merely comes within 10 feet of unusual stonework can make a Search check as though actively searching, and can use the Search skill to find stonework traps as a rogue can. A fire gnome can also intuit depth, sensing the approximate distance underground as naturally as a human can sense which way is up.

— +2 bonus to caster level when casting spells or using spell-like abilities with the fire descriptor.

— Immunity to fire and vulnerability to cold.

— +1 racial bonus on attack rolls against kobolds and goblinoids (including goblins, hobgoblins, and bugbears).

— +4 dodge bonus to Armor Class against creatures of the giant type (such as ogres, trolls, and hill giants).

— Spell-Like Abilities: 1/day—*heat metal*, *produce flame*. Caster level equals the fire gnome's character level +2 (including the caster level bonus mentioned above).

— Automatic Languages: Common, Gnome, Ignan. Bonus Languages: Draconic, Dwarven, Elven, Giant, Goblin, Orc, Terran.

— Favored Class: Sorcerer.

— Level adjustment +1.

The fire gnome warrior presented here had the following ability scores before racial adjustments: Str 13, Dex 11, Con 12, Int 10, Wis 9, Cha 8.

Challenge Rating: Fire gnomes with levels in NPC classes have a Challenge Rating equal to their character level. Fire gnomes with levels in PC classes have a Challenge Rating equal to their character level +1.

LIMBO STALKER

Large Magical Beast (Chaotic, Extraplanar)
Hit Dice: 8d10+48 (84 hp)
Initiative: +2
Speed: 40 ft. (8 squares)
Armor Class: 23 (–1 size, +2 Dex, +12 natural), touch 11, flat-footed 21
Base Attack/Grapple: +8/+19
Attack: Claw +15 melee (1d10+7)
Full Attack: 2 claws +15 melee (1d10+7) and bite +12 melee (2d8+3)
Space/Reach: 10 ft./10 ft.
Special Attacks: —
Special Qualities: Darkvision 90 ft., fast healing 5, immunity to electricity and fire, resistance to acid 5 and cold 5, limited invisibility, low-light vision, scent
Saves: Fort +12, Ref +8, Will +3
Abilities: Str 24, Dex 14, Con 22, Int 2, Wis 12, Cha 10
Skills: Listen +3, Spot +3.
Feats: Multiattack, Track, Weapon Focus (claws)
Environment: Ever-Changing Chaos of Limbo
Organization: Solitary, pair, or pack (3–5)
Challenge Rating: 8
Treasure: Double standard
Alignment: Always chaotic neutral
Advancement: 9–15 HD (Large); 16–25 HD (Huge)
Level Adjustment: —

Limbo stalker

Illus. by D. Crabapple

A feral beast of fangs and claws that stands as tall as an ogre, this creature resembles an anthropomorphic serpent, with cunning yellow eyes and massive, thick-muscled limbs.

One of the predators that attack slaadi from time to time, Limbo stalkers are ravenous beasts and skilled hunters. Although they are more than a match for the average githzerai and can easily subsist on a diet of them, Limbo stalkers

seek out slaadi in particular—the bigger the better (making blue or green slaadi the preferred targets). This is because Limbo stalkers lay their eggs in the rotting carcasses of other creatures, giving their young something to feed on the moment they hatch, and the corpse of a slaad lasts much longer than that of a stringy githzerai.

COMBAT

Limbo stalkers have enormous amounts of patience and usually hunt by hiding somewhere near where their prey travels. Using their limited invisibility ability to camouflage themselves, Limbo stalkers wait for just the right opportunity to strike: a lone traveler, not paying any particular attention to his surroundings, and passing within 40 feet of a lurking Limbo stalker. The Limbo stalker then lurches out of its concealment, bull rushing the target into a solid object (sometimes, the very ground that the target has shaped to stand on). Once the target is prone, the Limbo stalker launches a flurry of claw and bite attacks until the target, or the stalker, is dead.

When these creatures hunt in numbers, one Limbo stalker acts as the pack leader, by some understood agreement. In such cases, the pack attempts the same basic tactic, except that only one stalker (the leader) attempts the bull rush. The others come out of concealment only if the attack succeeds or if the target, in escaping, strays too close to one of the concealed stalkers to resist launching a second attack. Only when the target is dispatched will any Limbo stalkers still in concealment emerge to lope off with the others or help carry the prize.

A Limbo stalker's claw and bite attacks, as well as any weapons it wields, are treated as chaotic-aligned for the purpose of overcoming damage reduction.

Limited Invisibility (Ex): Just as other predators use their environments as camouflage, a Limbo stalker is able to exert its will over its immediate surroundings in Limbo to conceal its own presence. By making a DC 16 Wisdom check as a free action, a Limbo stalker can wrap itself in an area of controlled Limbo so that it seems to vanish. If this check fails, a Limbo stalker can attempt the check once per round as a free action. Once a Limbo stalker establishes control, it need not check again.

This effect ends the moment the Limbo stalker moves or attacks. It likewise ends if another sentient creature exerts control over the same area of Limbo and uncovers the Limbo stalker.

Lesser nightmare

Illus. by V. Rams

NIGHTMARE, LESSER

Large Outsider (Evil, Extraplanar)
Hit Dice: 6d8+18 (45 hp)
Initiative: +6
Speed: 40 ft. (8 squares)
Armor Class: 24 (–1 size, +2 Dex, +13 natural), touch 11, flat-footed 22
Base Attack/Grapple: +6/+14
Attack: Hoof +9 melee (1d8+4 plus 1d4 fire)
Full Attack: 2 hooves +9 melee (1d8+4 plus 1d4 fire) and bite +4 melee (1d8+2)
Space/Reach: 10 ft./5 ft.
Special Attacks: Flaming hooves, smoke
Special Qualities: Darkvision 60 ft.
Saves: Fort +8, Ref +7, Will +6
Abilities: Str 18, Dex 15, Con 16, Int 10, Wis 13, Cha 12
Skills: Concentration +12, Knowledge (the planes) +10, Listen +12, Move Silently +11, Search +10, Sense Motive +10, Spot +12, Survival +10 (+12 on other planes and following tracks)
Feats: Alertness, Improved Initiative, Run
Environment: Gray Waste of Hades
Organization: Solitary
Challenge Rating: 4
Treasure: None
Alignment: Always neutral evil
Advancement: 7–10 HD (Large); 11–18 HD (Huge)
Level Adjustment: +3

At first glance, this creature looks like a large, powerful horse with a jet-black coat. A closer look, however, reveals its true nature. Flames wreathe its steely hooves, trail from its flared nostrils, and smolder in the depths of its dark eyes.

Lesser nightmares are as evil as their more well-known brethren, but not as accomplished at plane-hopping.

A lesser nightmare is about the size of a light warhorse.

Lesser nightmares understand Infernal and Abyssal, but speak no languages themselves.

COMBAT

Biting with its viperish fangs and kicking with its powerful legs is a lesser nightmare's best option in a fight. A lesser nightmare can fight while carrying a rider, but the rider cannot also fight unless he or she succeeds on a Ride check.

A lesser nightmare's natural weapons, as well as any weapons it wields, are treated as evil-aligned for the purpose of overcoming damage reduction.

Flaming Hooves (Su): A blow from a lesser nightmare's hooves sets combustible materials alight.

Smoke (Su): During the excitement of battle, a lesser nightmare snorts and neighs with rage. This snorting fills a 15-foot cone with a hot, sulfurous smoke that chokes and blinds opponents. Anyone in the cone must succeed on a DC 16 Fortitude save or take a –2 penalty on all attack rolls and damage rolls until 1d6 minutes after leaving the cone. The cone lasts for 1 round, and a nightmare uses it once as a free action during its turn each round. The save DC is Constitution-based.

Because of the smoke it gives off, a nightmare has concealment against creatures 5 feet away and total concealment against creatures 10 feet or farther away. The smoke does not obscure the nightmare's vision at all.

Carrying Capacity: A light load for a lesser nightmare is up to 300 pounds; a medium load, 301–600 pounds; and a heavy load, 601–900 pounds.

Skills: A lesser nightmare always knows where true north lies in relation to itself.

BLACKGUARDS AND LESSER NIGHTMARES

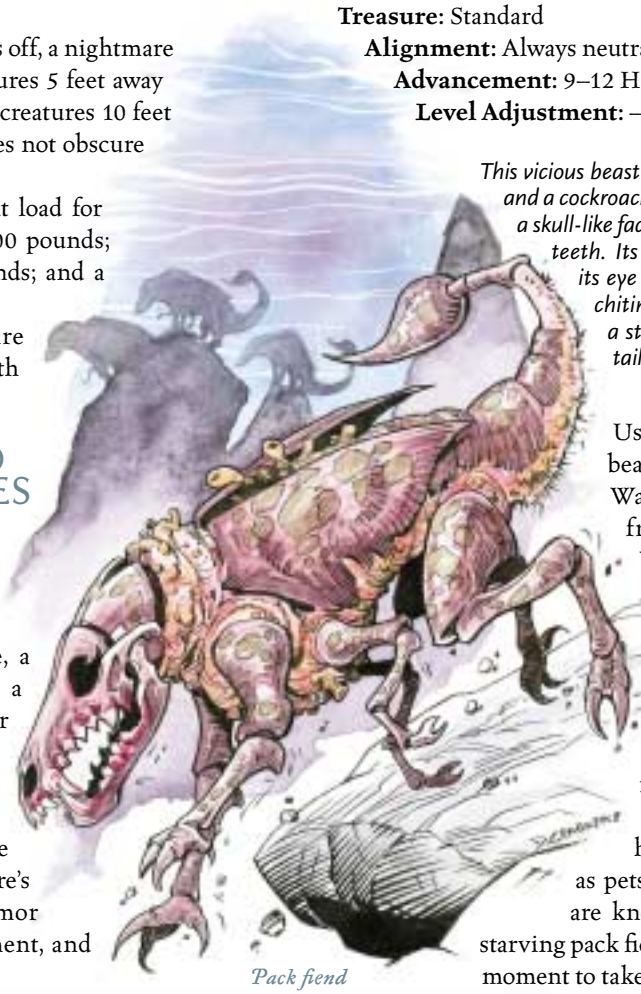
A lesser nightmare makes a fine fiendish servant for a blackguard. Reduce the bonus Hit Dice gained by the lesser nightmare by 2 (for example, a lesser nightmare that serves a blackguard with a character level of 12th or lower has +0 bonus Hit Dice). Treat the blackguard's character level as two lower than normal for the purpose of the lesser nightmare's bonus Hit Dice, natural armor adjustment, Strength adjustment, and special abilities.

Illus. by D. Crabapple

PACK FIEND

Large Magical Beast (Evil, Extraplanar)
Hit Dice: 8d10+32 (76 hp)
Initiative: +7
Speed: 40 ft. (8 squares), climb 30 ft.
Armor Class: 20 (–1 size, +3 Dex, +8 natural), touch 12, flat-footed 17
Base Attack/Grapple: +8/+18
Attack: Claw +13 melee (2d4+6)
Full Attack: 2 claws +13 melee (2d4+6) and bite +8 melee (2d6+3) or sting +13 melee (2d4+9 plus poison)
Space/Reach: 10 ft./5 ft. (10 ft. with sting)
Special Attacks: Poison, pounce
Special Qualities: Blindsight 30 ft., darkvision 90 ft., damage reduction 10/magic, immunity to charm, *sleep*, and fear, resistance to cold 10 and fire 10, scent, spell resistance 19
Saves: Fort +6, Ref +9, Will +8
Abilities: Str 22, Dex 17, Con 18, Int 10, Wis 15, Cha 15
Skills: Climb +14, Hide +11, Jump +10, Listen +5, Move Silently +11, Spot +5, Survival +16
Feats: Alertness, Improved Initiative, Stealthy, TrackB
Environment: Gray Waste of Hades
Organization: Solitary, pair, or pack (5–12)
Challenge Rating: 8
Treasure: Standard
Alignment: Always neutral evil
Advancement: 9–12 HD (Large); 13–16 HD (Huge)
Level Adjustment: —

This vicious beast looks like a cross between a wolf and a cockroach. Its sleek, elongated head sports a skull-like face and a mouth full of razor-sharp teeth. Its eyes are lost in the shadows of its eye sockets. Its body is covered in a chitinous shell, and its tail resembles a streamlined version of a scorpion's tail—right down to the stinger.



Pack fiend

Used at one time as hunting beasts by both sides in the Blood War, pack fiends now roam freely throughout the Gray Waste of Hades, stalking and savaging any creature foolish or unlucky enough to be caught alone. More powerful lower-planar beings sometimes round up small groups of pack fiends and relegate them to their original roles as hunting beasts. Night hags in particular relish them as pets, and pit fiends and glabrezu are known to keep kennels full of starving pack fiends, just waiting for the right moment to take them out hunting.

COMBAT

A lone pack fiend uses stealth to approach a target, pouncing the very moment the target becomes aware of the pack fiend's presence—or when, aware or not, the target is unable to escape. Multiple pack fiends prefer hit-and-run tactics, making quick slashes at the target in one round, then withdrawing in the next, so that the target is never quite sure where the next attack will come from. Whenever possible, pack fiends band together to take targets down one at a time, moving on to the next for only when the current target stops twitching.

A pack fiend's natural weapons are treated as evil-aligned for the purpose of overcoming damage reduction.

Poison (Ex): Injury, Fortitude DC 18, initial damage 1d6 Strength, secondary damage 2d6 Strength. The save DC is Constitution-based.

Pounce (Ex): When a pack fiend makes a charge, it can follow with a full attack.

Skills: Pack fiends gain a +4 racial bonus on Hide, Move Silently, and Survival checks.

TRAINING A PACK FIEND

Trained pack fiends are highly valued as hunting beasts. A pack fiend requires training before it can hunt on command. Training a pack fiend requires six weeks of work and a DC 25 Handle Animal check.

SHADOW JELLY

Large Ooze (Extraplanar)
Hit Dice: 6d10+36 (69 hp)
Initiative: –5
Speed: 10 ft. (2 squares), climb 10 ft.
Armor Class: 4 (–1 size, –5 Dex), touch 4, flat-footed 4
Base Attack/Grapple: +4/+10
Attack: Slam +5 melee (1d6 Str)
Full Attack: Slam +5 melee (1d6 Str)
Space/Reach: 10 ft./5 ft.
Special Attacks: Strength damage, improved grab
Special Qualities: Blindsight 60 ft.
Saves: Fort +6, Ref –3, Will –3
Abilities: Str 15, Dex 1, Con 18, Int —, Wis 1, Cha 1
Skills: Climb +10, Hide –9 (+3 in shadowy areas)
Feats: —
Environment: Plane of Shadow
Organization: Solitary
Challenge Rating: 6
Treasure: None
Alignment: Always neutral
Advancement: 7–9 HD (Large); 10–18 HD (Huge)
Level Adjustment: —

This creature resembles a pool of undulating darkness—a patch of mobile gloom.

A shadow jelly is a nonsentient shadow driven by a desire to feed on life and light. As concentrated shadow-stuff, it is not incorporeal, as undead shadows are; its touch is somewhat more solid, and it can engulf prey like oozes from the Material Plane can. But rather than dissolving its prey with digestive acids, a shadow jelly drains all the warmth and life from its target.

A shadow jelly naturally seeks out the darkest place it can find, so it can be difficult to see. But because of its size, it stands out even in dark or gloomy areas, where it appears to be a large patch of deeper darkness. In places of bright illumination, the presence of a shadow jelly is painfully obvious.

Mindless and always hungry, a shadow jelly is an aggressive predator with no fear of multiple opponents. It attacks such opponents one after the other, though it tends to ignore opponents at least as large as itself.

A shadow jelly has no language and does not speak.

COMBAT

Shadow jellies lurk in the darkest of dark places, waiting for living prey to happen by. On the Plane of Shadow, they gravitate toward the darklands, from where they originate. When prey presents itself, a shadow jelly lurches forward out of hiding, seeking to get a grip on its opponent. Once it has caught a foe, a shadow jelly withdraws to its hiding place, even if it is still under attack. It changes tactics only if it loses its grip on its foe.

Strength Damage (Su): The touch of a shadow jelly deals 1d6 points of Strength damage to a living foe. A creature reduced to Strength 0 by a shadow jelly dies. This is a negative energy effect.

Improved Grab (Ex): To use this ability, a shadow jelly must hit with its slam attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can automatically deal 1d6 points of Strength damage each round.

Skills: *A shadow jelly gains a +12 racial bonus on Hide checks in areas of shadowy illumination. A shadow jelly has a +8 racial bonus on Climb checks and can always choose to take 10 on a Climb check, even if rushed or threatened.

Shadow jelly

Illus. by D. Martin

UNRAVELER

Large Outsider (Extraplanar, Incorporeal, Lawful)
Hit Dice: 8d8+27 (71 hp)
Initiative: +5
Speed: 20 ft. (4 squares)
Armor Class: 16 (+1 Dex, +5 deflection), touch 16, flat-footed 15
Base Attack/Grapple: +8/+10
Attack: Claw +10 melee touch (1d3+2 plus disjoin)
Full Attack: 2 claws melee touch +10 melee (1d3+2 plus disjoin)
Space/Reach: 10 ft./10 ft.
Special Attacks: Disjoin
Special Qualities: Darkvision 60 ft., elemental immunity, spell resistance 17
Saves: Fort +9, Ref +9, Will +6
Abilities: Str 14, Dex 13, Con 16, Int 10, Wis 10, Cha 20
Skills: Climb +13, Escape Artist +12, Hide +12, Jump +15, Listen +11, Search +11, Spot +11, Survival +0 (+2 following tracks), Tumble +14
Feats: Improved Initiative, Lightning Reflexes, Toughness
Environment: Inner Planes
Organization: Solitary
Challenge Rating: 9
Treasure: None
Alignment: Always lawful neutral
Advancement: 9–12 HD (Large); 13–24 HD (Huge)
Level Adjustment: —

This 10-foot-tall, vaguely humanoid form shimmers on the edge of existence. Though immaterial, its body seems to flash between phantom compositions of earth, air, fire, and water.

Unraveler

Illus. by D. Roach

An elemental spirit unlike any other, the unraveler is born of opposition. Where the Inner Planes have borders, unravelers thrive. Unravelers have been called menglis in the past, but whatever they are called, it is accepted that they are dangerous entities to encounter while traveling the Inner Planes.

Unravelers do not speak.

COMBAT

Unravelers are violently opposed to mixed elements. Most material creatures and their equipment possess just this sort of mixture that unravelers seek to undo. Their attack delivers a disjoining touch, which causes a victim to begin separating into its basic elements.

Disjoin (Su): A blow from a unraveler against a creature can cause the target to begin to separate into its component elements. A creature must succeed on a DC 15 Fortitude save or immediately take 2d8 points of damage. Unless a creature manages to control the effect (see below), it unravels over the course of 2d4 rounds, until it has decomposed into a few pounds of minerals and a pool of liquid. The save DC is Constitution-based.

An affected character feels searing pain coursing along his nerves, so strong that the victim cannot act coherently. The victim cannot cast spells, manifest psionic powers, or use magic items, and he attacks blindly, unable to distinguish friend from foe (–4 penalty on attack rolls and a 50% miss chance, regardless of the attack roll).

Each round the victim spends decomposing, he takes an additional 2d8 points of damage. When 2d4 rounds of decomposition have passed, the victim completely separates into component elements (and is, of course, dead).

A victim can try to hold together by attempting a DC 15 Charisma check (this check DC does not vary for unravelers with different Hit Dice or ability scores). A success halts the decomposition for 24 hours. On a failure, the victim can still repeat this check each round until successful.

Disjoining is not a disease or a curse and so is hard to remove. A *shapechange* spell does not cure an afflicted creature but fixes its form for the duration of the spell. A *restoration*, *heal*, or *greater restoration* spell removes the affliction.

Elemental Immunity (Ex): An unraveler has immunity to naturally occurring damaging conditions on the Elemental Planes of Air, Earth, Fire, and Water.

UR'EPONA

Large Magical Beast (Extraplanar)
Hit Dice: 3d10+6 (22 hp)
Initiative: +1
Speed: 50 ft. (10 squares)
Armor Class: 13 (–1 size, +1 Dex, +3 natural), touch 10, flat-footed 12
Base Attack/Grapple: +2/+9
Attack: Hoof –1 melee (1d6+1)
Full Attack: 2 hooves –1 melee (1d6+1)
Space/Reach: 10 ft./5 ft.
Special Attacks: —
Special Qualities: Low-light vision, *plane shift*, scent
Saves: Fort +5, Ref +4, Will +2
Abilities: Str 16, Dex 13, Con 15, Int 6, Wis 12, Cha 15
Skills: Listen +4, Spot +4
Feats: Endurance, Run
Environment: Concordant Domain of the Outlands
Organization: Solitary
Challenge Rating: 1

Treasure: None
Alignment: Usually neutral
Advancement: —
Level Adjustment: —

This horselike creature's hide seems to shimmer, changing from white to dark gray as you watch.

Ur'Epona, also known as Epona's grandchildren, are horselike creatures that can move from plane to plane. Descended through several generations from Epona (a being variously described as a horse-goddess or even the Primal Horse), they derive their power from her.

A creature without any predetermined color, this equine's hide changes color with its mood, ranging from pure glistening white to deep sable.

Ur'Epona do not speak, but can understand any language spoken to them.

COMBAT

An ur'Epona seeks to avoid combat when possible, though it defends itself and its offspring with dedication. Its hoof attack is treated as a secondary attack and adds only 1/2 the ur'Epona's Strength bonus to damage.

Plane Shift (Sp): Once per day, an ur'Epona can use *plane shift*, taking itself and its rider to the plane of its choice. An unwilling rider can resist with a DC 17 Will save. Caster level 9th.

TRAINING AN UR'EPONA

Although intelligent, an ur'Epona requires training before it can bear a rider in combat. To be trained, an ur'Epona must have a friendly attitude toward the trainer (this can be achieved through a successful Diplomacy or wild empathy check). Training a friendly ur'Epona requires six weeks of work and a DC 25 Handle Animal check. Riding an ur'Epona requires a normal saddle. An ur'Epona can fight while carrying a rider, but the rider cannot also attack unless he succeeds on a Ride check.

Ur'Epona

An ur'Epona can be taught to use its *plane shift* spell-like ability to travel to a plane of the rider's choice. Treat this as the same as teaching the ur'Epona a trick; it requires one week of work and a DC 25 Handle Animal check.

Carrying Capacity: A light load for an ur'Epona is up to 200 pounds; a medium load, 201–400 pounds; and a heavy load, 401–600 pounds. An ur'Epona can drag 3,000 pounds.

VIVACIOUS CREATURE

Vivacious creatures dwell on the Positive Energy Plane. The vast expanses of the plane are populated by rare creatures that have adapted to its unusual conditions.

SAMPLE VIVACIOUS CREATURE

This example uses a dire tiger as the base creature.

Vivacious Dire Tiger

Large Outsider (Augmented Animal, Extraplanar, Incorporeal)
Hit Dice: 16d8+64 (136 hp)
Initiative: +2
Speed: 40 ft. (8 squares), fly 40 ft. (perfect)
Armor Class: 12 (–1 size, +2 Dex, +1 deflection), touch 12, flat-footed 10
Base Attack/Grapple: +12/+16
Attack: Claw +10 melee (2d4 against ethereal foes) or +15 positive energy ray (1d4+1 positive energy/19–20)
Full Attack: 2 claws +10 melee (2d4 against ethereal foes) and bite +4 melee (2d6+4 against ethereal foes), or +15 positive energy ray (1d4+1 positive energy)
Space/Reach: 10 ft./5 ft.
Special Attacks: Improved grab, pounce, rake 2d4 (against ethereal foes)
Special Qualities: Fast healing 5, low-light vision, outsider traits, positive adaptation, positive energy aura, scent, spell resistance 31 against negative energy effects
Saves: Fort +13, Ref +12, Will +11
Abilities: Str —, Dex 15, Con 19, Int 3, Wis 12, Cha 12
Skills: Hide +7*, Jump +14, Listen +6, Move Silently +11, Spot +7, Swim +10

Illus. by J. Pavelec

Feats: Alertness, Improved Natural Attack (claw), Improved Critical (positive energy ray), Run, Stealthy, Weapon Focus (positive energy ray)
Environment: Positive Energy Plane
Organization: Solitary
Challenge Rating: 11
Treasure: None
Alignment: Always neutral
Advancement: 17–32 HD (Large); 33–48 (Huge)
Level Adjustment: —

This immense, transparent feline is almost as tall at the shoulder as a human. It has a long body with bold stripes and paws the size of bucklers.

Vivacious dire tiger

Illus. by J. Pavelec

A vivacious dire tiger preys on just about anything that moves. Although it gains no nourishment from its prey, it loves the hunt and the chase and will patiently stalk a creature, striking whenever the target lets down its guard.

A dire tiger grows to be over 12 feet long and can weigh up to 6,000 pounds.

Combat

A vivacious dire tiger's higher-than-animal intelligence makes it aware of the deadly power of its positive energy ray and positive energy aura when used against hale and hearty foes.

Against an ethereal opponent, a dire tiger attacks by running at its prey, leaping, and clawing and biting as it rakes with its rear claws.

Improved Grab (Ex): To use this ability, a dire tiger must hit with its bite attack. It can then attempt to start a grapple as a free action without provoking an attack of opportunity. If it wins the grapple check, it establishes a hold and can rake.

Pounce (Ex): If a dire tiger charges, it can make a full attack, including two rake attacks.

Rake (Ex): Attack bonus +18 melee, damage 2d4+4.

Skills: Dire tigers have a +4 racial bonus on Hide and Move Silently checks. *In areas of tall grass or heavy undergrowth (not likely on the Positive Energy Plane), the Hide bonus improves to +8.

CREATING A VIVACIOUS CREATURE

"Vivacious" is an inherited template that can be added to any corporeal aberration, animal, dragon, fey, giant, humanoid, magical beast, monstrous humanoid, outsider, plant, or vermin (referred to hereafter as the base creature).

A vivacious creature uses all the base creature's statistics and abilities except as noted here.

Size and Type: The creature's type changes to outsider. It gains the incorporeal subtype and the extraplanar subtype. Do not recalculate the creature's Hit Dice, base attack bonus, or saves. Size is unchanged.

Speed: A vivacious creature gains a fly speed equal to its base land speed with perfect maneuverability.

Armor Class: A vivacious creature loses all natural armor bonuses, but gains a deflection bonus equal to its Charisma modifier or +1, whichever is higher.

Attack: A vivacious creature retains all the attacks of the base creature, although those relying on physical contact do not affect nonethereal creatures.

Special Attacks: A vivacious creature retains all the special attacks of the base creature, although those relying on physical contact do not affect nonethereal creatures. It also gains the following special attack.

Positive Energy Ray (Su): A vivacious creature can fire a positive energy ray once every 1d4 rounds with a range of 60 feet. With a successful ranged touch attack, the vivacious creature infuses a target with positive energy equal to 1d4 + its Cha modifier. This attack damages undead and heals living creatures. Creatures that exceed their full normal hit points from this effect need to make Fortitude saves as if in a positive-dominant environment.

Special Qualities: A vivacious creature has all the special qualities of the base creature. In addition, it gains the following special qualities.

Fast Healing (Ex): Vivacious creatures regain hit points at a rate of 5 hit points per round.

Limited Spell Resistance (Negative Energy) (Ex): A vivacious creature has spell resistance equal to 15 + Hit Dice (maximum 35) against any spell or spell-like ability that uses negative energy, including *inflict* spells.

Outsider Traits: A vivacious creature cannot be raised, reincarnated, or resurrected (though a *limited wish*, *wish*, *miracle*, or *true resurrection* spell can restore life). It has darkvision out to 60 feet.

Positive Adaptation (Ex): Vivacious creatures do not exceed their full normal hit points or need to make Fortitude saves due to being in a positive-dominant environment.

Positive Energy Aura (Su): Any living creature within 10 feet of a vivacious creature gains 1 hit point per round due to the aura of positive energy surrounding it. Creatures that exceed their full normal hit points from this effect need to make Fortitude saves as if in a positive-dominant environment. Creatures with immunity to positive energy effects, as well as other vivacious creatures, are not affected by this aura. If conscious, a vivacious creature can suppress this aura as a standard action, but the creature takes 1 point of Strength damage for each full minute that the aura is inactive. The aura always functions while the creature is unconscious.

Abilities: Increase from the base creature as follows: Constitution +2, Charisma +2. Intelligence is at least 3. As an incorporeal creature, a vivacious creature has no Strength score.

Environment: Positive Energy Plane.

Organization: Solitary.

Challenge Rating: 3 HD or fewer, as the base creature +1; 4 to 7 HD, as the base creature +2; 8 or more HD, as the base creature +3.

Treasure: None.

Level Adjustment: Same as the base creature +5.

Void ooze

VOID OOZE

Large Ooze (Extraplanar)
Hit Dice: 10d10+80 (135 hp)
Initiative: –5
Speed: Fly 30 ft. (6 squares) (perfect)
Armor Class: 4 (–5 Dex, –1 size), touch 4, flat-footed 4
Base Attack/Grapple: +7/+16
Attack: Slam +11 melee (2d4+5 plus 1d8 negative energy plus energy drain)
Full Attack: Slam +11 melee (2d4+5 plus 1d8 negative energy plus energy drain)
Space/Reach: 10 ft./5 ft.
Special Attacks: Energy drain, engulf
Special Qualities: Blindsight 60 ft., death ward, ooze traits, shadow shield, split
Saves: Fort +11, Ref +0, Will +0
Abilities: Str 20, Dex 1, Con 26, Int —, Wis 1, Cha 1
Skills: —
Feats: —
Environment: Negative Energy Plane
Organization: Solitary, midnight (2–7)
Challenge Rating: 8
Treasure: None
Alignment: Always neutral
Advancement: —
Level Adjustment: —

An area of darkness blacker than black seems to absorb light. It vaguely resembles a great flying black slug.

Void oozes frequently live in areas of doldrums, often cohabitating with undead that tend to leave them unmolested. Some intelligent undead will cultivate a void ooze and use its negative energy touch to repair damage to themselves and their minions.

COMBAT

A void ooze vigorously attacks living creatures with its slam attack and energy drain ability.

Death Ward (Su): A void ooze is protected by a death ward effect at all times, giving it immunity to death spells, magical death effects, energy drain, and any negative energy effects.

Energy Drain (Su): Living creatures hit by a void ooze's slam attack gain one negative level. A void ooze gains 5 temporary hit points for each negative level it bestows.

Engulf (Ex): As a standard action, a void ooze can move over opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the ooze, but if they do so, they are not entitled to a saving throw. Those who do not attempt attacks of opportunity must succeed on a DC 20 Reflex save or be engulfed; on a success, they are pushed back or aside (their choice) as the ooze moves

Illus. by D. Martin

forward. Engulfed creatures are subject to the ooze's negative energy damage and energy drain each round, and are considered to be grappled and trapped within its body. The save DC is Strength-based.

Shadow Shield (Su): A void ooze is surrounded at all times by a mass of flitting black shadows (the equivalent of a *darkness* spell, but only covering the void ooze itself). This provides the void ooze with concealment.

In addition, the shield is infused with negative energy. Any creature striking the void ooze with a natural weapon or a handheld weapon takes 1d8 points of damage, as does any creature struck by the void ooze. Creatures wielding reach weapons, such as longspears, are not subject to this damage. Creatures with immunity to negative energy effects take no damage from this effect, and undead are healed of damage instead of injured (as by an *inflict* spell).

Split (Ex): If a void ooze's energy drain attack would increase its hit points to 200 or more, it instead splits into two void oozes, each with 100 hit points, as a free action. The new ooze appears adjacent to its parent. If no space is available, it cannot spawn on this turn (but will do so as soon as space is available).

Ooze Traits: An ooze is blind (blindsight 60 feet) and has immunity to gaze attacks, visual effects, illusions, and other attack forms that rely on sight. It has immunity to poison, magic *sleep* effects, paralysis, stunning, and polymorph. It is not subject to extra damage from critical hits or flanking.

NEW CREATURES AND SUMMON SPELLS

When you, as the DM, incorporate the material in this book into your campaign, you'll find it worthwhile to give some thought to the new creatures and the summoning spells. First, bear in mind that the *summon* spells in the *Player's Handbook* are balanced, both by the level of power of a particular creature and by the resources available to casters of the spell. With each *summon monster* or *summon nature's ally* spell, a spellcaster has an intentionally limited repertoire of options. Clerics and druids face additional restrictions based on alignment (for instance, good clerics can't summon evil creatures).

If you ignore these built-in limitations, the spells simply become too good for their level. Does this mean that you can't add new monsters to the list? Certainly not—but it does mean that you should take care. For each creature you add to a spellcaster's summoning options, consider the role it will fulfill. Is it exceptionally mobile? A good spellcaster? A big bruiser? Take away a monster of comparable power that fulfills that (or an equally important) role.

Table 6–2, below, describes where the new monsters in this book best fit on the summoning lists. The table also offers a recommendation about which creature each new monster should replace; however, you have the final say.

For templates, the replacement works a little differently (see Table 6–1). At your discretion, a caster can choose to replace all celestial or fiendish creatures on his *summon monster* lists with creatures bearing one of the new templates in this book. The caster loses the ability to summon monsters with the template that is replaced, but adds creatures with the new templates in those places. In some cases, the spell level required to summon a specific creature changes, because the new template is more powerful than the old. For instance, when adding entropic creatures to the *summon monster* lists, the entropic creature appears at a spell level one level higher than the celestial or fiendish creature it is replacing. Thus, a spellcaster could use *summon monster III* to summon an entropic wolf.

The caster can't replace a template of creatures that he couldn't summon due to his alignment, nor can he bring in a template of creatures he can't summon for that reason. For instance, a lawful good cleric can't replace fiendish creatures with axiomatic creatures, since his alignment precludes him from summoning fiendish (evil) creatures, nor could he replace celestial creatures with anarchic creatures, since his alignment precludes him from summoning chaotic creatures. He could replace celestial creatures with vivacious creatures.

Table 6–1: Adding New Templates to Summon Spells

New Template	Spell	Change to Spell Level
Anarchic creature	*Summon monster* (any)	+0
Axiomatic creature	*Summon monster* (any)	+0
Entropic creature	*Summon monster* (any)	+1
Vivacious creature	*Summon monster* (any)	+1

Table 6–2: Adding New Creatures to Summon Spells

New Creature	Spell	Creature to Be Replaced
Elementite swarm (any)	*Summon monster VI*	Elemental, Large (any)
	Summon nature's ally V	Elemental, Large (any)
Elsewhale[1]	*Summon monster VIII*	Celestial cachalot whale
Elysian thrush	*Summon monster I*	Celestial owl or celestial monkey
Energon (any)	*Summon monster V*	Elemental, Medium (any)
Gaspar	*Summon monster VIII*	Celestial triceratops or fiendish monstrous centipede, Colossal
Limbo stalker	*Summon monster VIII*	Slaad, blue
Nightmare, lesser	*Summon monster IV*	Fiendish dire wolf or howler
Pack fiend	*Summon monster VII*	Fiendish monstrous scorpion, Huge
Unraveler	*Summon monster IX*	Slaad, green
Ur'Epona	*Summon monster II*	Celestial riding dog

1 May be summoned only into an aquatic or watery environment.

Illus. by D. Kovacs

The planes are new worlds, alternate realities, and dimensions other than the Material Plane. Rules of gravity, magic, and common sense can be radically different on the planes, which makes adventure in these locales all the more memorable, if dangerous.

Alternative planes are harder to find than your average hidden shrine, lost continent, or buried ruin. That's part of their appeal. But other planes can be reached, if characters know where to look for them. New dimensions may exist just behind a magic mirror, on the other side of an ancient portal, or beyond a fiery elemental rift. Mostly, it is up to the Dungeon Master to make available these routes to other realms, but this book seeks to change that situation somewhat. With this guide to the planes, characters (and players) will discover that they have greater powers to affect their own planar disposition than they may have thought possible.

COSMOLOGY OVERVIEW

The various planes of existence in the D&D cosmology follow the Great Wheel model. The Great Wheel is a straightforward concept. The world of "reality" that most people think of as the only plane of existence is called the Material Plane. The Material Plane is coexistent with the dreamlike Ethereal Plane, which means the two planes occupy the same space, but it is coterminous with the Astral Plane, which means that the Material and the Astral share a common border. For inhabitants of the Material Plane, the Astral Plane is the gateway to the divine Outer Planes and the elemental Inner Planes. When you throw in the many other extradimensional spaces known as demiplanes, the Great Wheel model describes the multiverse in all its infinity.

THE MATERIAL PLANE

The Material Plane is the world that hosts most D&D campaigns. It is the most Earthlike of all planes and operates under the same set of natural laws that our own real world does. Even though the Material Plane is a comfortable place for PCs, it is a strange and dangerous environment for many creatures that are native to other planes but find themselves on the Material Plane at least temporarily (perhaps as the result of a *summon monster* spell or similar magic).

THE TRANSITIVE PLANES

Transitive planes are used to get from one place to another; however, many natives of the transitive planes rarely find it necessary to venture from their

strange realms. There are three so-called transitive planes: the Astral Plane, the Ethereal Plane, and the Plane of Shadow.

The Astral Plane is a conduit to all other planes, while the Ethereal Plane and the Plane of Shadow both serve as means of transportation within the Material Plane they're connected to. These planes have the strongest regular interaction with the Material Plane and are often accessed by using various spells.

Travelers within the most interconnected transitive plane, the Astral Plane, may find it beneficial to visit the city of Tu'narath (see Planar Metropolises)—provided they take the proper precautions.

THE INNER PLANES

The Inner Planes are elemental manifestations, pure substances from which the rest of the multiverse is constructed. Each Inner Plane is made up predominantly of a single type of energy or element that overwhelms all others. The natives of a particular Inner Plane are made of the same energy or element as the plane itself. The six Inner Planes are the Elemental Plane of Air, the Elemental Plane of Earth, the Elemental Plane of Fire, the Elemental Plane of Water, the Negative Energy Plane, and the Positive Energy Plane.

Travelers who stray onto the very dangerous Elemental Plane of Fire will probably be best served if they visit the City of Brass (see Planar Metropolises), assuming they have leave to do so.

THE OUTER PLANES

Deities make their homes on the Outer Planes, as do demons, devils, and angels. Each of the seventeen Outer Planes has an alignment, representing a particular moral or ethical outlook, and the natives of each plane tend to behave in agreement with that plane's alignment. The Outer Planes are also the final resting place of souls from the Material Plane, whether that final rest takes the form of calm introspection or eternal damnation.

One of the most legendary cities of all lies on the Outer Planes: the city of Sigil. Planar travelers of all stripes can find profit there (see Planar Metropolises).

THE DEMIPLANES

Demiplanes are extradimensional spaces that function like planes but have measurable size and limited access. Other kinds of planes are theoretically infinite in size, but a demiplane might be only a few hundred feet across. Some demiplanes are easily reached through portals, while others may be more difficult to enter. Generally, access to a demiplane is limited to a particular location (such as a fixed gateway) or a particular situation (such as a time of year or a weather condition). Some demiplanes are created by powerful magic, some naturally evolve, and some appear according to the will of the deities. Demiplanes rarely show up in diagrams purporting to show the "geography of the planes" because the location and

DM GUIDANCE: A PLANAR CAMPAIGN

The multiverse is a big place. Whether you're starting a new planar campaign from scratch or adding planar locations to an existing campaign, here are some tips to keep in mind.

Take it Slow: The planes can easily overwhelm players or DMs who want to try everything all at once. Don't try to do too much too soon.

Decide on a Tone: It's your campaign, but the players and DM work together to create the multiverse. The DM should set an overall tone for the campaign. Does an event on one plane have cosmic importance that creates ripples through several others, or do the planes work very independently?

As an example, the *Planescape Campaign Setting* (published several years ago) adopted a very specific tone where all that is interesting happens in threes. Most adventures revolved around the city of Sigil (either as a staring point or where the action takes place). It had a specific lingo, the Cant, which helped make Sigil feel unique.

One Place at a Time: A DM should feel free to restrict the scope of "known territory" and gradually bring in new places as the campaign grows.

Establish a Base of Operations: It's a good idea for characters to get to know one location fairly well. The city of Sigil provides the friendliest starting point and is the most hospitable to those new to the planes. Tu'narath and the City of Brass provide other interesting destinations, as the three cities all offer very different experiences. Union (described in the *Epic Level Handbook*) makes an ideal location for high-level epic play.

Consider Alignments: The core Dungeons & Dragons experience focuses on the conflict between good and evil. The planes open up many more opportunities for this conflict or for its counterpart: the clash between chaos and law. In a planar campaign, the DM might choose to make the chaos/law axis the primary one. The multiverse feels very different when lawful good and lawful evil characters work together to stem the tides of chaos.

View Each Plane as Unique: How different does each location feel? The planes offer great opportunities to create unique atmospheres, and each plane should have its own mood. A visit to Celestia and a visit to the Abyss should share little in common.

The DM is largely responsible for establishing the atmosphere of each location, but players can help by being open to the unexpected instead of supposing each place to be like every other.

Not every locale has an inn at which adventurers of all races gather to drink ale, socialize, and meet the shady contact for their next adventure. Most places on the Inner Planes lack inns and accommodations for travelers. Watering holes on the Upper Planes or Lower Planes may not allow alcohol, public gatherings, interspecies fraternization, or the unlicensed commissioning of work for hire.

Give each plane its own flavor, and appreciate it for the place it is. Also, bear in mind that different areas on the same plane can be substantially different. One glance at the diversity of the Material Plane is enough to demonstrate that.

D&D Cosmology: The Great Wheel

Top View
showing main planar relationships

Key

Material Plane
1) Material Plane

Transitive Planes
2) Ethereal Plane*
3) Plane of Shadow*
4) Astral Plane

Inner Planes
5) Positive Energy Plane
6) Elemental Plane of Fire
7) Elemental Plane of Earth
8) Negative Energy Plane
9) Elemental Plane of Water
10) Elemental Plane of Air

Outer Planes
11) Celestia
12) Bytopia
13) Elysium
14) The Beastlands
15) Arborea
16) Ysgard
17) Limbo
18) Pandemonium
19) The Abyss
20) Carceri
21) The Gray Waste
22) Gehenna
23) The Nine Hells
24) Acheron
25) Mechanus
26) Arcadia
27) The Outlands

Side View
showing Outlands connected to all other outer planes

* The Ethereal Plane and the Plane of Shadow are coexistent with the Material Plane.

even the existence of these extradimensional spaces is constantly changing.

Union

A trading city located on a demiplane named Union, formed eighty years ago, has become known for the extreme volume of trade moving through its streets, as well as for the exceptional abilities of many of its citizens. Union is described at length in the *Epic Level Handbook*.

GEOGRAPHY OF THE PLANES

The *Dungeon Master's Guide* provides a cogent description of all the planes, which serves as the perfect springboard for utilizing the information in this book. However, if you really desire to plumb the depths of all things planar, see *Manual of the Planes* for an exhaustive treatment of planar topics from a DM's perspective.

PLANAR METROPOLISES

From a player's perspective, adventuring on the planes may at first seem a daunting undertaking. While it is true that lower-level adventurers rarely possess the resources to branch out to the planes, other-planar explorations are in some ways limited more by ignorance than ability. This section seeks to give characters a few starting points from which they can get a toehold on the planes.

THE CITY OF BRASS

The City of Brass, home to powerful efreet lords, is found on the Elemental Plane of Fire. Cradled in a brass hemisphere 40 miles across, the city floats above a plate of cracked obsidian. Here, trade flourishes among the Inner Planes. In addition, travelers and merchants from every corner of the multiverse conduct business. The Grand Sultan rules from his Charcoal Throne in the Burning Palace of the Grand Sultan of All the Efreet at the center of the city.

The city has normal gravity and time. The fire-dominant trait is suppressed by the will of the ruler, the Grand Sultan.

Traveler's Tip: Located on the Elemental Plane of Fire, the City of Brass is an artificial island free of the plane's fire-dominant trait. Here, travelers and traders can conduct business, and efreet can grant audiences to those not hardened against the fires. Of course, all travelers need to keep in mind the lawful evil nature of the place—those who can't stomach the moral perversity of the City of Brass should steer clear.

Those new to the city should ask after Melchoir the Merchant (LE male efreeti, expert 3). Melchoir, a wily creature who puts business first despite his personal hobbies, knows that all contacts have a seed of potential for future lucrative contracts. He sees foreign travelers who are enterprising and brave enough to visit the fabled City of Brass as likely to continue their travels and exploits, perhaps gaining great fame and wealth in the process. And Melchoir makes a point of staying friends with the wealthy and famous. It's all about business.

To this end, he offers lavish accommodations and meals in his mansion for the meager price of 2 gp per day or per meal. He provides travelers with contacts and additional tips concerning the City of Brass, though he will never stick his neck out for his guests should they anger the Grand Sultan or the Sultan's agents.

Entering and Exiting the City of Brass

Several interplanar portals connect various parts of the City of Brass to other planar locations, though most of these portals are privately controlled. If players can locate any landing on the Infinite Staircase (see the sidebar), a technique that often proves useful for finding the City of Brass is to follow the staircase that leads in the warmest direction. Though simplistic, some enchantment laid on the Infinite Staircase grants this method validity, and eventually a landing will spit travelers out on the Elemental Plane of Fire, with the towers of the City of Brass visible across the fire-cracked plain. Unfortunately for them, travelers must cross the plane before entering the city proper.

City of Brass (Metropolis): Conventional; AL LE; 300,000 gp limit; Assets 750,000,000 gp; Population: 500,000 free residents (40% efreet, 15% salamanders [flamebrothers, average, noble], 15% mephits [fire, magma, and steam], 15% humanoids [humans, elves, halflings, and so on], 3% azer, 3% magmin, 1% thoqqua, 8% other) and 1,000,000 slaves (25% elementals, 18% mephits [fire, magma, and steam], 15% humanoids [humans, elves, halflings, and so on], 12% thoqqua, 7% azer, 7% magmin, 6% salamanders [flamebrothers or average], 1% efreet, 9% other).

Authority Figures: Marrake al-Sidan al-Hariq ben Lazan, Grand Sultan of All the Efreet (LE male efreeti, sorcerer

THE INFINITE STAIRCASE

The Infinite Staircase is a mystery. It leads to all places, though the trick is finding an exit. When one finds an opening onto the staircase, the journey usually begins on a small landing with a nondescript stairway leading off. Travelers on the Infinite Staircase see its appearance vary from simple stairs of wood or stone to a chaotic jumble of stairs hanging in radiant space, where no two steps share the same gravitational orientation. It is said that a traveler can find her heart's desire somewhere on the Infinite Staircase if each landing is searched long enough.

The origin and purpose behind the Infinite Staircase remain a mystery. It is unknown whether the staircase is truly infinite or just unimaginably large.

City of Brass
Sea of Fire
Naval Yards
Krak al-Zinad
Krak al-Nayyiran
CINDERSWEEPS
THE PLUME
Charcoal Palace
ARCHES
Sea of Fire
The Furnace
Street of Stelae
Naranj Canal
AVENCINA
THE FOUNDRY
CHAR
Riqaq Canal
Great Canal
PYRACULUM
Street of the Craftsmen
Munhani Canal
Krak al-Tawil
MARLGATE
The Octagon
Street of Steel
ISKALAT (DOCKS)
ASHLARKS
Great Canal
Golden Tower
KEFFINSPIRES
ROOKERY
Munhani Canal
The Street of Vine
The Harbor
Sahhar Canal
Magma Gate
0
1 mile
Sea of Fire

20); Jamal Kala'un, Grand Vizier (LE male efreeti, cleric 10); Jasmine al-Hyan, Master of Secrets (LE female efreeti, rogue 8/assassin 5).

Common Male Efreet Names: Aga, Amak, Asook, Balalir, Hafiz, Hazim, Kala'un, Mihlab, Miraz, Okous, Soot.

Common Female Efreet Names: Dahlia, Diamond, Emerald, Jasmine, Morningflower, Ruby, Sapphire.

Architecture

Tall spires topped with minarets feature prominently in the City of Brass. The buildings are made of stone ranging from sandstone to marble, most of which is imported from the Elemental Plane of Earth, or of metal, primarily brass, copper, or iron edged with brass, copper, silver, or gold.

Illumination

The surrounding Sea of Fire and the many fiery canals provide a red glow that dims with distance. To supplement this illumination, torches are placed at intervals in the lower-class districts, and *continual flame* gems brighten the upper-class areas.

While the area doesn't have weather per se, it does have a weatherlike phenomenon that impacts visibility: ash fall. The hot air from the Sea of Fire follows predictable thermal patterns. Ash fall is localized and falls thickest and most often on the poorer sections of the city and least on the wealthiest.

Laws and Society

The City of Brass has highly developed laws. Different laws exist for efreet and nonefreet. Efreet suffer from few restrictions on their behavior or trade. Nonefreet must follow many regulations pertaining to how they conduct themselves, how they do business, and the amount of money they must pay as tax on their transactions. These laws are well publicized (posted at the gates and in each inn or public house) and are relatively simple to follow for those who wish to obey them. Some of the more obvious laws prohibit theft, murder, kidnapping, and misrepresentation of goods.

Lawbreakers are sentenced to a period of slavery under the control of the offended party (often the city itself). The original length of servitude can be extended for additional infractions, ranging from speaking impolitely to one's master (seven days for a first infraction or if a year has passed since the last infraction) to attempting to escape (one year plus one year for each day the slave was missing). Aside from breaking laws, the most common way that visitors to the City of Brass become slaves is by borrowing money and not being able to repay it (and the accrued interest) in time.

Slaves must wear and display bracelets indicating their servitude and their master. Slaves are often bought and sold during the period of their slavery. Once his or her sentence is served, the slave again becomes a free person.

History

The City of Brass is the capital of the efreet civilization. The Sultan or Sultana rules from the Charcoal Palace. Although there have been many different Sultans over the millennia due to natural deaths and coups, little has actually changed in government beyond the name of the person in charge.

The Districts

Like many other metropolises, the City of Brass is organized into different districts.

Arches: This area's most notable location is the slave market.

Ashlarks: Many common efreet live in the Ashlarks area. Its most prominent feature is the tower of Krak al-Tawil, also known as the Long Castle, home to the city guard: salamanders always ready to stop crime and capture criminals.

Avencina: Avencina is a rowdy, lower-class district where many races mingle. It contains the Commoner's Market, an open-air bazaar where one can find anything and everything that's nonmagical (though an occasional magic item veiled with *Nystul's magic aura* finds its way into the merchant stalls here). While buying or selling stolen merchandise is strictly illegal, one would be hard pressed to explain the presence of many of the used, "secondhand" items in any other way. All merchandise is sold as-is, caveat emptor. Frequently, a vendor selling in the market one day isn't there the next (or, at least, not in the same disguise).

Char: The smell of molten metal suffuses this business district, where metalworking businesses congregate. The area houses the Red Wyrm Smelter, which has several different slave-operated workshops and refines great quantities of ore brought into the city. The Forge of Manacles makes all the slave bracelets, and Locksmith's Row provides the fasteners.

Cindersweeps: This neighborhood houses mostly lower-class, free residents of the city. The only notable features are the Military Dock, Drydocks, and Krak al-Zinad. Krak al-Zinad, the Keep of Fire Striking Steel, serves the harbor garrisons and trains marines and others in the use of seaborne weaponry. The area also houses the city- or efreet-owned interplanar crafts and military personnel. The Naval Yards offer restricted admittance to the city's canal system via the Naranj Canal.

The Foundry: Visitors to the city sometimes make the mistake of going to the Foundry district in search of the metalsmiths who actually do business in the Char or Kelfinspires. The Foundry is the third most exclusive neighborhood of the city, boasting large, ornate mansions and beautiful memorials and tributes to past notable personages. Efreet not well enough connected to live near the Sultan in the Furnace or not wealthy enough to live in the Plume reside here. In addition, this is the best neighborhood in which nonefreet are permitted to live. The most impressive and attractive locations in the district are the Plaza of the

Hunters, the Plaza of the Silver Chariot, the Gate of Glory, and the Fountain of Clearest Azure.

The Furnace: The most exquisite district in the City of Brass is definitely the Furnace, a perfect hemisphere with the Charcoal Palace rising from its center. The Red Pillar Halls (government offices) surround the Sultan's residence and accompanying areas, which include the Breath of the Sultan (an ornate fountain), the Barracks of the Ring of Fire (the Sultan's personal guard), and the Eternal Flame Pavilion (a holy temple sheathed in beaten gold, which is devoted to the nameless god who consumes all torches).

Iskalat: This district contains public docks for interplanar vessels and those that sail on the Sea of Fire. Entrance to the harbor is through the Magma Gate. The harbor allows traders access to the city's canal system. Anyone making his or her living from vessels (repair, provisioning, or housing or recreation for travelers) lives and does business here. The district's a lively one, with many different races of planar travelers occupying the inns and taverns. The Octagon, a large public festhall run by the Society of Sensation that used to be a prison, provides entertainment and merriment at all hours of the day or night.

Keffinspires: The main feature of this merchant district is the Street of Steel, where weaponsmiths and armorsmiths abound. Most of the trade here is regulated by the Azer Steel Guild, with their offices located in the Golden Tower. In recent centuries, the azer secured a profitable commission from the Sultan and have nearly exclusive rights to oversee the manufacture and sale of weapon and armor. Many salamanders work at these trades here.

Marlgate: Located just south of the Ashlarks and north of Iskalat, this district holds the warehouses that store all that is worth having. Here the goods from the holds of interplanar ships gets bought and sold. The Dao Guard mercenaries have their headquarters here in the shadow of Krak al-Tawil.

The Plume: Second in splendor only to the Furnace, the Plume houses the wealthiest and most noble of the efreet. Only efreet may own or occupy property in this district. Magnificent buildings overlook architecturally splendid open courts. The district also houses Krak al-Nayyiran, the Castle of the Sun and Moon, where the Sultan's finest legions live and train.

Pyraculum: This area houses the city's market, which is slightly more upscale than the one found in Avencina. Many craftsmen live and work here.

Rookery: The most infamous quarter of the City of Brass, this area is renowned throughout the plane as the single most dangerous and lawless area of the city, where even the Sultan's guards sometimes fear to go. Its gambling dens, pleasure gardens, and fighting pits never close.

The Charcoal Palace

The Charcoal Palace is a dark building of basalt that seems to suck up all the light and flame around it. Its towers and domes are golden, brass, and copper. The palace sits on a small rise overlooking the rest of the city.

It is the home of the court and courtiers, and the center of the military. The Sultan receives petitioners here once each month. A huge fountain of purple fire roars before the palace, the sign of the Sultan's constant rule and vigilance. The fire dims and goes out only when the Sultan dies or is deposed. The new Sultan then relights the fires in a thunderous explosion of flame and soot that can be seen and heard throughout the city. The fountain is called the Breath of the Sultan.

SIGIL

The most famous planar metropolis of all is the city of Sigil. Located at the center of the Outer Planes and built on the inner surface of an enormous ring, Sigil claims to be the true crossroads of the multiverse. The city is ruled by the dreaded Lady of Pain, an enigma credited with enormous power—including the ability to bar divine beings from her realm.

Bards call Sigil the City of Doors due to its large number of portals, but the locals aren't that poetic. They just call it the Cage, a name suited to a city that's tough to get into and tough to leave. Not just physically—though unless you know a little something about portals, even that's a challenge—but emotionally. After all, what could you ever need that you couldn't find in Sigil? The place has everything, and then some. It's a filthy, noisy place, with smoke-choked alleyways and crowded streets, but Sigil is alive in a way that no other city could ever hope to be.

As befits its paradoxical nature, Sigil is in the center of an infinite plane (the Concordant Domain of the Outlands), floating above an infinitely tall spire and built on the inside of a gigantic hollow ring of unknown material. The place has no sun or moon (see Illumination, below) and no real "horizon," and only naïve visitors wonder aloud about what's on the other side of the ground.

The only way in or out of the Cage is through its many interplanar portals. Locals claim that you can get anywhere from Sigil if you just know the right portal. While that may be an exaggeration, it isn't far from the truth. See Entering and Exiting Sigil, below, for more on the portals that give the city its reputation as the gateway to everywhere.

Traveler's Tip: More so than any other planar metropolis, Sigil is the least immediately deadly to travelers, no matter how extreme their philosophies. If you can get to Sigil, it can serve as the launching pad for further explorations, or as an end in itself; Sigil is known for its many strange inhabitants, services, and distractions.

Newcomers should hire a guide. Like any large city, Sigil has its bad parts, and wandering without guidance could lead into dark alleys—or worse. A good guide can help travelers find fair-priced inns, places to buy essential materials, and contacts who can provide needed information. One of the best-known guides in Sigil is a tiefling named Kylie (described in more detail below).

Sigil (Metropolis): Nonstandard; AL LN; 200,000 gp limit; Assets 250,000,000 gp; Population: 250,000 (37% human, 20% planetouched [aasimars, mephlings, neraphim, tieflings, and the like], 10% elves, 10% halflings, 3% dwarves, 20% other).

Authority Figures: The Lady of Pain (LN female, unknown race); Arwyl Swan's Son, leader of the Sons of Mercy (LG male human, paladin 12); Rhys, member of the Sigil Advisory Council (N female, tiefling fighter 2/wizard 15); Shemeshka the Marauder a.k.a. King of the Cross-Trade, information broker (NE female arcanaloth).

Entering and Exiting Sigil

Sigil may well hold the honor of being both the best- and worst-protected city in the multiverse. It has no walls or gates, so it has nothing to fear from sieges or any of the other threats that face a typical city. On the other hand, just about anybody or anything can walk right into the city whenever he, she, or it pleases through the portals that connect Sigil to other planes.

The portals aren't specially marked, ornate gates, but instead look like average doorways, windows, arches, manholes, fireplaces, and the like. That's because that's just what they are. Any bounded space big enough for somebody to walk or wriggle through—from a sewer entrance to a wardrobe—might double as a portal to another plane.

But a visitor to Sigil need not worry about opening his bedroom closet and accidentally tumbling through to the Abyss. Most portals need a portal key to activate them—usually, a specific object that has some affinity for what's on the other side, but sometimes merely a word, a gesture, or the right state of mind. Without the correct key, a portal is just an open space. Many of the city's natives are more than happy to sell keys to specific portals, or at least sell the knowledge of a key's nature.

Some portals don't cooperate with the commercially minded, however. Many don't linger long enough to become well known, and some don't even lead to the same place twice in a row. But since nobody knows how to make or control portals, little can be done to improve the situation.

Furthermore, there's no way around the portals, no special back door to get into or out of the Cage. You can't call or summon creatures into or out of Sigil (even with a *gate* spell), nor can you use *plane shift* to get in or out. You can't use *astral projection*, though, strangely enough, the various teleportation spells work just fine within Sigil itself. Since the city resides on the Outer Planes, no connection to the Ethereal Plane exists. Even the deities themselves can't (or don't want to) overcome these restrictions.

If the DM allows it, a character who makes a DC 25 Knowledge (the planes) check knows of at least one portal on his home plane that purportedly leads to Sigil. That's not saying that the portal won't be hard to reach or well guarded, but the route can be discovered.

Architecture

In most cities, the architecture depends on three factors: the building materials available, the environment, and the dominant style and personality of the locals. Sigil has none of those things, and its architecture demonstrates that fact amply.

There's nothing to build with in Sigil. The "ground," though hard and sturdy, isn't stone, and it crumbles to dust when excavated. The place has no trees to turn into lumber (the only plant that seems to thrive in Sigil is razorvine; see below). You can't even dig up sod or mud to build a crude hut. Every piece of material in every building on every street is imported from another plane. No two buildings are made from the same materials or designed the same way.

Sigil doesn't have much of an environment to shape its architecture, either. It never gets very hot or very cold, it has no monsoons or tornados, and what does pass for weather just tends to make everything look gray and dingy. Thus, since the inhabitants don't have to worry about their houses surviving the next big storm, they build whatever kind of structures suit their fancy. What's more, they build wherever they like, with no thought to overall city planning.

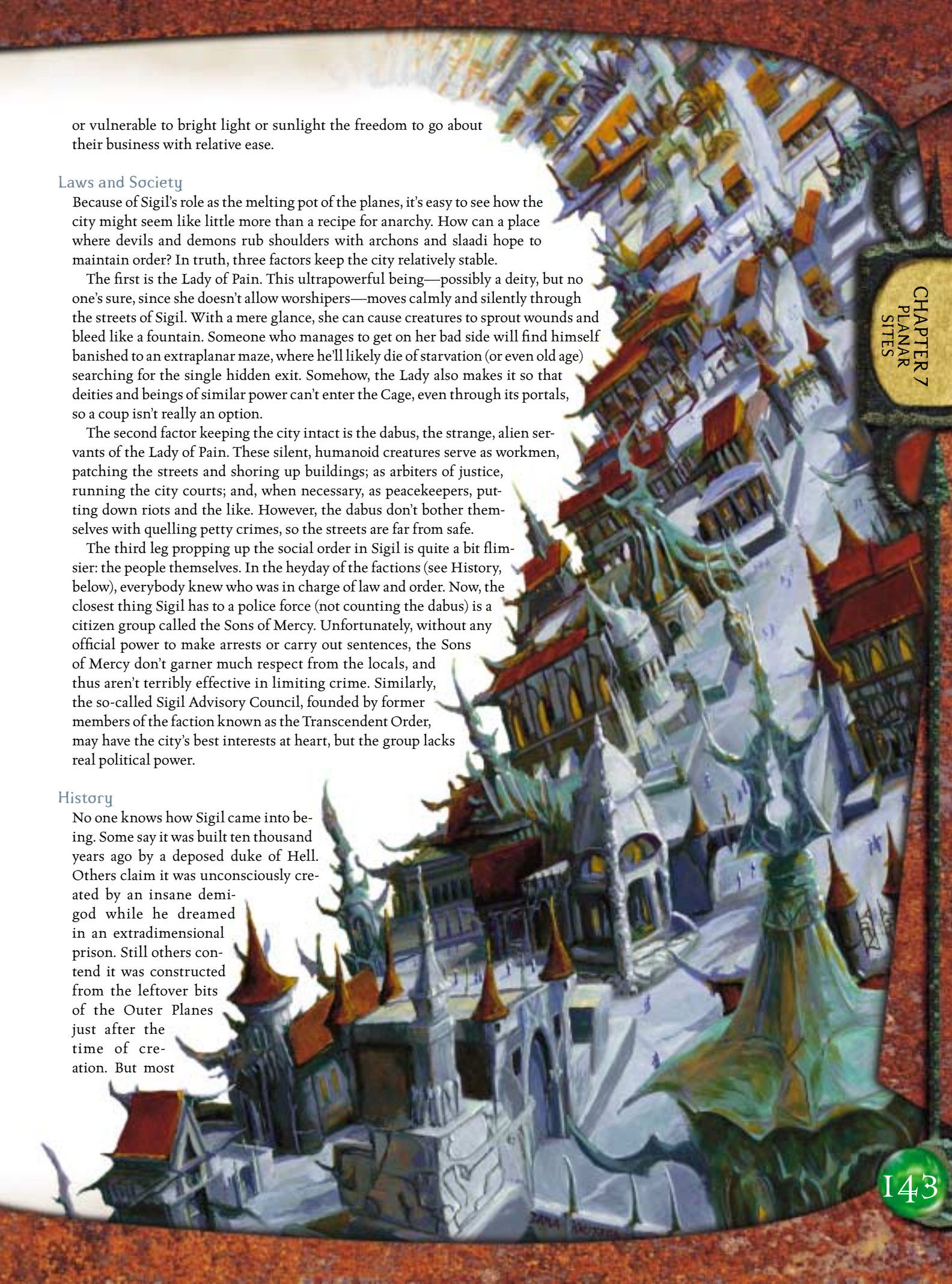
Finally, Sigil has no dominant style. The look of the city reflects the fact that its residents come from everywhere. Dwarves build sturdy stone structures next to graceful elven villas. Down the street stands a faithful reproduction of an Abyssal palace, and tucked into a nearby alley is a white marble shrine to Pelor. On top of that, since it's easier to scavenge than to import, half (or more) of the buildings in Sigil are ramshackle affairs thrown together from the parts of a dozen other constructions. The gorgeous darkwood facade of that tavern probably came from an old elven inn, and its stone fireplace was carried rock by rock from the ruins of a foundry twenty-three blocks away.

Illumination

Despite the lack of a sun or moon, Sigil enjoys days and nights much like any terrestrial city. In the early hours of the morning, the sky slowly brightens, reaching a peak of illumination as bright as the noonday sun in a mid-latitude city (tempered somewhat by the near-perpetual haze). After peak, the illumination fades over the next several hours until darkness reigns, and then the whole cycle starts over. With no moon or stars, of course, "night" in Sigil isn't like a typical country evening. If it's clear, though, you can usually make out the flickers of torchlight and lanterns from the other side of the city high above (remember, the city's built on the inside of a ring, so the far side of town is directly overhead).

All told, over the course of 24 hours, Sigil has about 6 hours of bright light and the same amount of darkness. The rest of the day resembles twilight, allowing beings sensitive

Illus. by D. Knutson



or vulnerable to bright light or sunlight the freedom to go about their business with relative ease.

Laws and Society

Because of Sigil's role as the melting pot of the planes, it's easy to see how the city might seem like little more than a recipe for anarchy. How can a place where devils and demons rub shoulders with archons and slaadi hope to maintain order? In truth, three factors keep the city relatively stable.

The first is the Lady of Pain. This ultrapowerful being—possibly a deity, but no one's sure, since she doesn't allow worshipers—moves calmly and silently through the streets of Sigil. With a mere glance, she can cause creatures to sprout wounds and bleed like a fountain. Someone who manages to get on her bad side will find himself banished to an extraplanar maze, where he'll likely die of starvation (or even old age) searching for the single hidden exit. Somehow, the Lady also makes it so that deities and beings of similar power can't enter the Cage, even through its portals, so a coup isn't really an option.

The second factor keeping the city intact is the dabus, the strange, alien servants of the Lady of Pain. These silent, humanoid creatures serve as workmen, patching the streets and shoring up buildings; as arbiters of justice, running the city courts; and, when necessary, as peacekeepers, putting down riots and the like. However, the dabus don't bother themselves with quelling petty crimes, so the streets are far from safe.

The third leg propping up the social order in Sigil is quite a bit flimsier: the people themselves. In the heyday of the factions (see History, below), everybody knew who was in charge of law and order. Now, the closest thing Sigil has to a police force (not counting the dabus) is a citizen group called the Sons of Mercy. Unfortunately, without any official power to make arrests or carry out sentences, the Sons of Mercy don't garner much respect from the locals, and thus aren't terribly effective in limiting crime. Similarly, the so-called Sigil Advisory Council, founded by former members of the faction known as the Transcendent Order, may have the city's best interests at heart, but the group lacks real political power.

History

No one knows how Sigil came into being. Some say it was built ten thousand years ago by a deposed duke of Hell. Others claim it was unconsciously created by an insane demigod while he dreamed in an extradimensional prison. Still others contend it was constructed from the leftover bits of the Outer Planes just after the time of creation. But most

inhabitants of the Cage don't care about their city's origins. Still, nearly everyone agrees with the following handful of historical facts.

In some distant past, Sigil was run by guilds—powerful organizations that kept order and peace—and the factions were nothing more than dozens of splintered groups that squabbled and fought incessantly among themselves. But then, six or seven centuries ago by most accounts, came the Great Upheaval, when the Lady of Pain decreed that the fifty-plus warring factions would be cut down to a mere fifteen. Despite this shock to the system, most agreed it was a good thing, because it ended countless feuds nearly overnight. Unfortunately for the guilds, it also meant an end for their power structure, as the factions quickly took dominance in local politics.

But that stability proved short-lived, relatively speaking. Soon enough, those fifteen factions started putting themselves up on pedestals, each believing that its way was the right way, both for its members and for Sigil itself. The factions grew to believe they had a right to run the city. A few years ago, though, the political strife turned physical, and the streets ran with the blood of the Faction War.

So the Lady decided to start over again. As commandments go, it was a simple one, delivered to the leaders of each faction: "This city tolerates your faction no longer. Abandon it or die."

Opinions varied as to what exactly the Lady meant by that, but everyone paid attention. Three of the factions simply disbanded, ceasing to exist. Six more moved out of town to other locations, there to keep preaching their beliefs to all who'd listen. And six more remained in Sigil but gave up on anything resembling an organization. Whether those six were the bravest—deciding that the Lady meant "no factions" but not "no beliefs"—or just the foolhardiest is open to question.

The Wards

Sigil is divided into six regions called wards. The wards aren't official designations—no walls divide them from one another—but everyone knows the difference between one ward and the next, even if they don't agree on exactly where that difference begins and ends. Still, it's important for visitors to know what's where, so they don't wander where they aren't wanted. In some locales, that might earn them a warning, but in others, it might get them a knife between the ribs.

Lower Ward: The Lower Ward is perhaps the most symbolic of the Cage as a whole. It gets its name from the large number of portals to the Lower Planes found there, portals through which a foul, sulfurous stench billows, filling the area. Still, it's hard to avoid the Lower Ward, since most of the city's craftsmen live and work there, and the place is full of forges, mills, warehouses, and workshops.

The Lady's Ward: Going counterclockwise around the ring of Sigil, the next stop is The Lady's Ward (and yes, the locals can hear you capitalize all three of those words). The Lady of Pain doesn't actually live here, but rich citizens and most of Sigil's temples lie within this ward. The Lady's Ward has power, wealth, and majesty, and knows how to show it off.

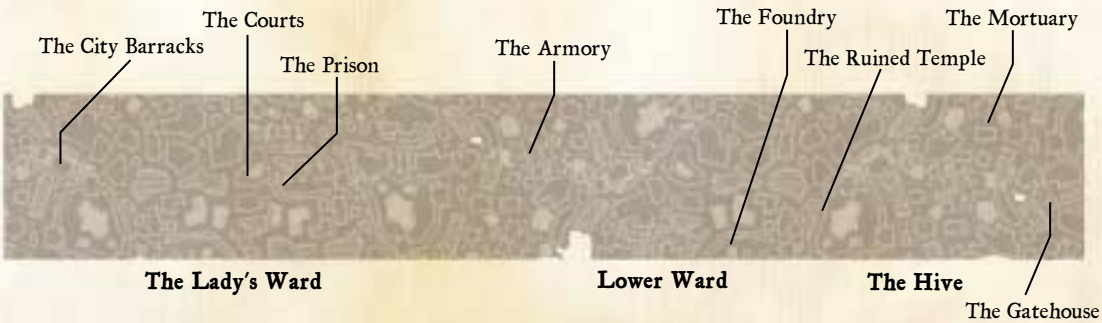
Market Ward: In the Market Ward, everything is for sale. The wealth of Sigil may be concentrated in The Lady's Ward, but it's spent here, whether on goods, services, information, reputation, or anything else your heart desires. The best place to get it all is the Grand Bazaar, an immense plaza filled with shops, tents, and stalls offering wares from dozens of planes and strange worlds. As the old saying goes, if you can't find it here, it probably doesn't (or shouldn't) exist. Prices can vary wildly, from dirt cheap (for merchants with an unexpected overstock) to many times the normal value (for goods in sudden short supply, due to a faulty portal or a band of planar marauders).

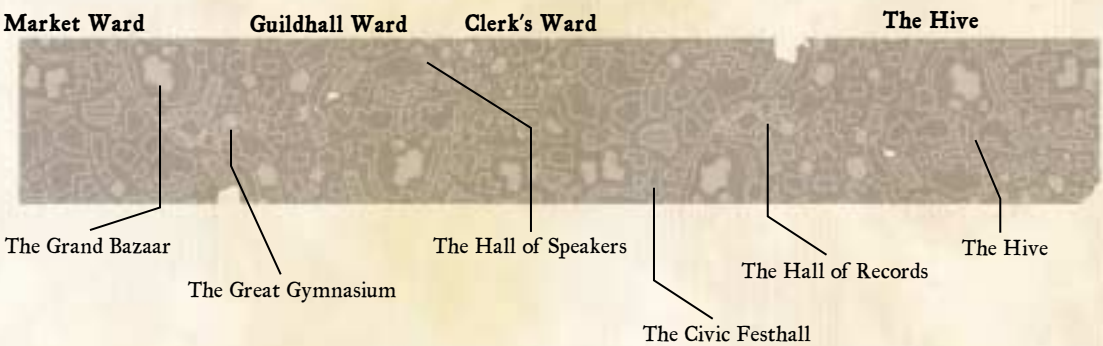
Guildhall Ward: Many visitors can't tell the difference between the Guildhall Ward and the Market Ward. Even some locals claim that only tradition separates them. Since guilds haven't played a particularly significant role in Sigil for centuries, one can guess that the name itself owes a lot to tradition. Today, the Guildhall Ward serves as the domain of the middle class of Sigil. Many merchants who hawk their wares in the Market Ward during the day sleep here at night, and many who deal in services (rather than selling finished goods) live and work here as well. The Guildhall Ward also houses many racial neighborhoods, from the transplanted halfling hill of Curly-Foot, to the bariaur neighborhood of Ghundarhavel, to the githyanki community of Git'riban.

Clerk's Ward: Before the Great Upheaval (see History, above), the Clerk's Ward held the bureaucracy of Sigil, but that's all gone now, and some wonder what keeps the Clerk's Ward busy. The concern appears well founded; many whisper that the Clerk's Ward is starting to crumble at the edges, as the filthy Hive encroaches upon its territory. Behind the scenes, though, the Clerk's Ward is finding new purpose as a quiet place to get things done without a lot of attention. Some criminal organizations looking to improve their lot have moved from the Lower Ward or the Hive into the Clerk's Ward, and the fact that the locals here tend to respect each other's privacy just encourages activities of an illicit nature. Of course, it wouldn't be Sigil if everything made sense, so the Clerk's Ward is also home to one of the flashiest places in the city—the Civic Festhall. Run by a group calling itself the Society of Sensation (a faction, back when the Lady allowed such things), the Festhall combines the best aspects of a concert hall, museum, and tavern while simultaneously serving as the centerpiece of an artistic neighborhood that brings travelers from across the multiverse. It's the best place in Sigil to see or be seen.

The Hive: Many locals claim that the Hive isn't a ward so much as it's the lack of a ward. Both the name for the region between the Lower Ward and Clerk's Ward and for the chaotic, sprawling slum in its center, the Hive crawls with

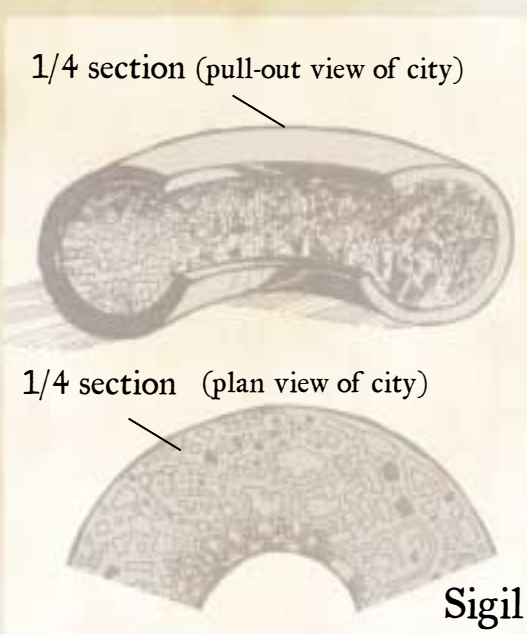
Sigil





3/4 view cross-section (lower portion)

Sigil (oblique view)



Sigil

scum and villainy of all stripes. The lowest of the low live in the Hive—those who can't afford (or don't dare) to rub elbows with the more fortunate folks. In effect, the Hive is like a miniature version of Sigil itself, with everything that is needed in daily life: taverns and inns aplenty, entertainment, and services from escorts to sellswords. The quality may be questionable, but the prices can't be beat. The Gatehouse Night Market offers nearly everything one could find in the Grand Bazaar (and a few things one couldn't), though it's best not to think too hard about where they came from.

Kylie the Tout

Kylie is widely regarded as one of the best and most trustworthy touts (that is, guides) on the streets of Sigil. She knows everybody, or at least it appears that way, and she always seems to know what a potential customer wants. She also has an uncanny knack for getting what she wants. She makes a great first friend for visitors to Sigil, and she can prove useful even to those familiar with the city.

Kylie: Female tiefling rogue 8; CR 9; Medium outsider (native); HD 8d6; hp 31; Init +4; Spd 30 ft.; AC 17, touch 15, flat-footed 13; Base Atk +6; Grp +7; Atk +8/+3 melee (1d6+2/19–20, *+1 short sword*); SA *darkness* 1/day, sneak attack +4d6; SQ darkvision 60 ft., evasion, improved uncanny dodge, resistance to cold 5, electricity 5, and fire 5, trapfinding, trap sense +2, uncanny dodge; AL N; SV Fort +4, Ref +12, Will +6; Str 13, Dex 18, Con 10, Int 16, Wis 11, Cha 17.

Skills and Feats: Bluff +16, Decipher Script +8, Diplomacy +20, Disable Device +8, Gather Information +18, Hide +12, Intimidate +5, Knowledge (local) +14, Listen +11, Move Silently +10, Open Lock +9, Sense Motive +13, Sleight of Hand +17, Search +11, Speak Language (Common, Abyssal, Celestial, Infernal), Spot +11; Investigator, Iron Will, Negotiator.

Evasion (Ex): If Kylie is exposed to any effect that normally allows her to attempt a Reflex saving throw for half damage, she takes no damage with a successful saving throw.

Trapfinding (Ex): Kylie can find, disarm, or bypass traps with a DC of 20 or higher. She can use the Search skill to find, and the Disable Device skill to disarm, a magic trap (DC 25 + the level of the spell used to create it). If her Disable Device result exceeds the trap's DC by 10 or more, she discovers how to bypass the trap without triggering or disarming it.

Possessions: Masterwork leather armor, *earring of protection +1* (as *ring of protection*; occupies space as a headband), *cloak of resistance +2, +1 short sword, Hillpop's golden quill* (writes messages understood by any being).

TU'NARATH

Tu'narath is the largest and greatest githyanki city in any dimension. It is found on the Astral Plane, built upon the petrified body of an unnamed dead god. Here dwells the lich-queen, the absolute ruler of all githyanki. The lich-queen allows trade with other races, but nongithyanki merchants and visitors to Tu'narath must first secure special visas.

The deific husk upon which Tu'narath is built appears vaguely humanoid in shape, with a "head," an elongated body, and six radiating arms. Subjective directional gravity holds sway within 200 feet of the husk, allowing the city's inhabitants to walk normally. Creatures and objects moving within 200 feet of the city begin to fall as they enter the astral island's "gravity well." A series of mooring towers and landing platforms on the "head spikes" and "arms" of the island allow astral ships to dock.

Surrounding the city are several chunks of astral detritus atop which the githyanki have built small, fortified citadels. Chained to these "flying fortresses" are smaller chunks of rock with towers jutting out of them.

Traveler's Tip: It is reported that visas must be granted personally by the queen, but in fact such a mundane function is far below her attention, especially with the many plots, intrigues, and invasions she must orchestrate. Generally, visas are granted by her lesser generals and aides. But even this can be touchy. Travelers are better off getting a "trader exemption," which is a pass that can be purchased on the outskirts of the city. The exemption is a green armband that visitors must wear. Those sporting the exemptions can visit the trade

RAZORVINE

The flora of Sigil isn't much to write home about. The foul environment makes short work of most plant life, so visitors shouldn't expect to see much greenery. In fact, the only plant that seems to thrive in the Cage is a horrid, twining climber called razorvine.

Spread from the Lower Planes—no doubt via portals in the Lower Ward—the kudzulike razorvine grows everywhere it can in the city. The dabus keep it in check in most places, but everybody knows you can't really ever get rid of it. Even trimming it down to a stub only delays the inevitable, because razorvine grows a foot or more per day. And as its name implies, the vine is as sharp as a knife, so you can't just yank it out of the ground. In fact, even reaching your hand into a patch can leave you bloody. Minor contact with razorvine deals 1d6 points of damage, while more serious contact—such as a push into a patch or falling headlong into it—can deal up to 3d6 points of damage. Armor and a thick hide help reduce the damage; subtract your natural armor bonus plus half your armor bonus from damage dealt by razorvine.

Some Sigil residents have turned razorvine to their advantage. With care, a patch of razorvine can be cultivated to provide protection. After all, most burglars aren't desperate enough to scale a razorvine-covered wall to see what's on the other side. And since the plant becomes dull and brittle when cut, it also makes fine kindling.

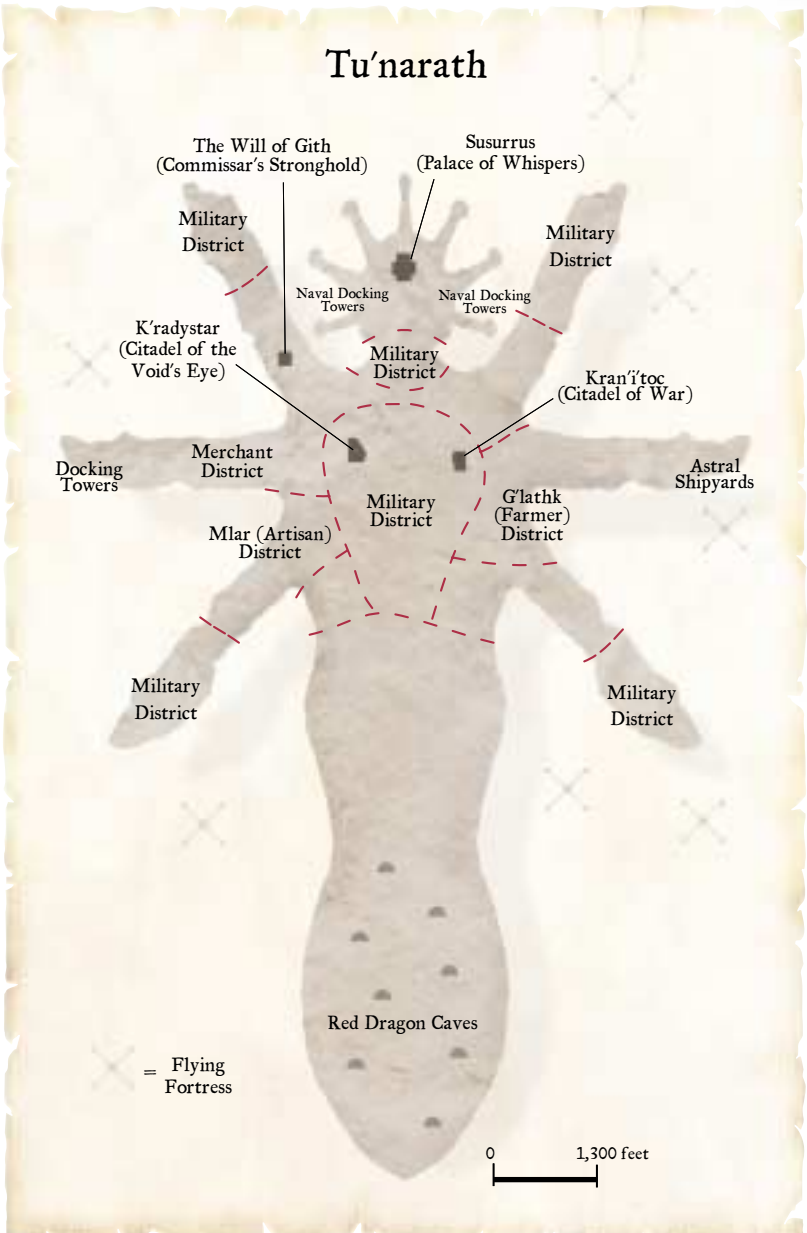
ward of Tu'narath, though a new exemption must be purchased each day. The cost is negligible (2 gp), but a visitor must truthfully indicate his name and trade purpose in the city to get the exemption.

Tu'narath (Metropolis): Conventional; AL LE; 100,000 gp limit; Assets 500,000,000 gp; Population 100,000 (96% githyanki, 4% other).

Authority Figures: Vlaakith the Lich-Queen (CE female githyanki, lich wizard 25); Yev'dakai, Commissar of Tu'narath (LE male githyanki, fighter 15); Xam'kras, Master of the Ch'r'ai (CE male githyanki, wizard 14); Zetch'r'r, warlord (LE male githyanki, fighter 10/blackguard 5).

Common Male Githyanki Names: Bvid, Debrelx, Elirdain, Gaath, Galdvisk, Ja'adoc, J'ladmir, Joarth, Kar'i'nas, Kel'i'jith, Karluth, Lykus, N'a'rai, Ninir, Oso'jen, Quith, Rech, Ris'a'n, Su'lukel, Tehv'in, Terath, Tropos, Veldrada, Vheld'r'r, Viran, Xamodas, Zaryd'ai.

Common Female Githyanki Names: Aaryl, B'noor, Ch'a'nev, Dulurin, Eri'inth, Fenel, Fenelzi'ir, Haranor, Ilaareb, Jen'lig, Madivh, Malastra, Merical, Pah'zel, Quorstyl, Sharqad, Sirruth, Tarain, Tonuin'li, Un'ruth, Vaira, Vharist, Vo'ryd, Yessune, Zar'ryth.



Architecture

Tu'narath's architecture reflects the githyanki militaristic mindset—ominous structures with flying buttresses and protruding wrought-iron spikes, but with enough decor to make them more than cold assemblages of stone and iron. Porticos are often adorned with sculptures and frescoes depicting githyanki champions riding red dragons, while beautifully carved statues of prominent githyanki dominate city squares. Buildings are densely packed, multistory affairs joined by stone bridges on the upper levels. Bridges that span roadways are common sights in every district of Tu'narath.

Skillfully wrought carvings of githyanki champions and battle scenes adorn the outer walls of most public and civic buildings. Inner and outer walls are of superior masonry. Ground floors are made of smooth stone, sometimes covered with wooden planks, while upper stories consist of wooden tiles or planks set atop thick wooden beams. Ceilings inside buildings are usually 15 feet tall.

The lich-queen dwells in Susurrus, an immense obsidian palace that rises from the forehead of the dead god's shape. A great obsidian statue of Gith stands in front of the palace, looking out over the city.

Illumination

The silver void of the Astral Plane, though dark and ominous in places, provides the city with perpetual light equivalent to an overcast afternoon on the Material Plane. Creatures that usually shun bright light can function normally here.

Laws and Society

Githyanki society precludes the need for codified laws, since it has virtually no crime and all disputes are handled within a strict military chain of command. Although the githyanki do not generally share space with other races,

Tu'narath is cosmopolitan enough to host other races in its Merchant District. These races are allowed to conduct trade and come and go as they please (either by portal or astral ship), but they have few rights and are watched closely by githyanki patrols assigned to the district. In general, any creature capable of abiding by the city's laws is allowed to live and earn a living in Tu'narath—unless the githyanki Commissar or some higher authority dictates otherwise. Githzerai, mind flayers, and other blood enemies of the githyanki are killed on sight. Harboring such a creature in the city is a crime punishable by death.

Codified laws exist to deal with races that are prone to violating the order of things. In short, any wrong inflicted upon a githyanki—from the most violent murder to a hateful glare—is punishable by death. Particularly heinous criminals are brought before the Commissar so that he may have the honor of killing the perpetrators personally. When a crime is committed against a nongithyanki, both the accused and the accuser are dragged before the Commissar and given one chance to plead for justice. In most instances, the accused is presumed guilty and killed. In some instances, particularly when no githyanki are involved in the crime, both the accused and the accuser are deemed at fault and summarily slain, which helps to discourage criminal acts and the willingness to report them.

History

Eons ago, the forerunners of the githyanki rebelled against the mind flayers. After winning their freedom with the aid of the legendary Gith, they established a hereditary monarchy, naming Gith their ruler. Gith declined the honor. Civil strife ravaged the forerunner race of the githyanki and githzerai, and the two became vicious rivals.

Eventually, the githyanki settled on the Astral Plane. The husk of the dead god that became the important githyanki city of Tu'narath was ancient even then. A family claiming a blood relationship to Gith took power and established Tu'narath as its capital.

The Vlaakith line provided much-needed leadership and constancy. The large degree of stability of government in Tu'narath is rare in the multiverse, even among the gods. The Vlaakith line has ruled the githyanki for countless millennia.

The current ruler, Queen Vlaakith CLVII, has reigned for well over a thousand years. Unlike all her predecessors, this Vlaakith is a lich. She has no heirs, and her elimination would lead to great turmoil among the githyanki.

The Districts

The githyanki organize their city into a series of districts.

Artisan District: Githyanki use combat, dress, and craft as means to express their individuality. Githyanki artisans, called mlar, specialize in the construction and repair of buildings, tools, weapons, astral ships, and other needed items, while others create sculptures and art pieces. Entire districts of Tu'narath are given over to the mlar, some of whom rely on item creation feats and spells such as *fabricate* and *wall of stone* to complete their works. Some mlar are powerful wizards in their own right, and though they are quick to rally to the city's defense, they have chosen a life apart from the military. Low-level mlar tend to work in great factories and foundries, while mid- to high-level mlar own shops, forges, and "studios." This district is decorated with statuary, and even the most common buildings have elaborate bas-reliefs on the outer walls and fearsome gargoyles clutching the stone eaves.

Farmer District: Inhabitants of the Astral Plane never suffer from hunger or thirst, so they have little need for supplies of food and water. However, githyanki and their red dragon mounts journey to other planes regularly, which usually requires that they bring supplies of food with them. For this reason, Tu'narath has githyanki farmers, or g'lathk. The Farmer District is where the g'lathk live and tend the city's food supply. Large enclosures illuminated by *continual flame* spells and magically enhanced so that time passes normally (so plants can grow and mature) hold fungi gardens, while livestock brought to Tu'narath from other planes are herded into caverns beneath the city or allowed to roam about in small pens on the surface. Githyanki and red dragon "livestock" includes everything from animals to chained humanoid captives (goblins, kobolds, gnomes, dwarves, halflings, elves, humans, bariaurs, and other "cattle"). In addition to livestock, the g'lathk oversee the disposal of the city's waste by monitoring caverns of giant bombardier beetles, which quickly consume the refuse and offal.

Merchant District: Located on one of the city's protruding middle arms, the Merchant District is the only section of Tu'narath open to nongithyanki. Githyanki vigilantly patrol the streets that connect to the rest of the city, and many of the buildings near the boundary of the Merchant District are empty tenements or githyanki guard barracks. The Merchant District is not maintained as immaculately as other districts, but it is far from dirty and disheveled. The most squalid structures are located among the warehouses at the end of the arm, near the docks. A few large residences dominate the district's skyline, but most of the buildings are densely packed apartments available for rent at an average cost of 1 gp per room (per 24-hour period). Because nongithyanki cannot own property in Tu'narath, all buildings have a githyanki landlord, or nil'ghar, who usually lives elsewhere in the city; most landlords are githyanki knights who were bequeathed the estates as rewards for loyal service. They use lower-ranked githyanki or nongithyanki hirelings to collect rental payments and deal with unwanted tenants.

Military Districts: The culture of the githyanki revolves around war and conquest. From the moment they hatch, githyanki are assigned to military regiments. Deprived of any sense of family, the githyanki learn to

value their weapons, armor, and combat prowess above all else. The city has several military districts where hundreds of githyanki regiments live and train. Each regiment has its own hierarchy of githwarriors, knights, warlocks, and gish. A typical district contains dozens of separate military compounds, with a supreme commander (a githyanki knight) presiding over each one. The supreme commanders spend most of their time planning missions of conquest and conferring with one another about issues affecting the whole city. They rely on captains, or kith'raks, to organize the units under their command. The captains in turn rely on sergeants, or sarths, to train the common soldiers. Githyanki who demonstrate an affinity for magic receive additional training at the Citadel of War before rejoining their respective regiments. Githyanki who manifest unusual psionic abilities are sent to the Citadel of the Void's Eye for mental training and enlightenment.

The Palace of Whispers

Vlaakith the lich-queen dwells in Susurrus, the Palace of Whispers. Its polished obsidian walls are supported by flying buttresses and carved with narrow windows set with opaque panes of crimson glass. Entrance is gained through the 100-foot-tall statue of Gith that "guards" the palace and watches over the city below. A vast necropolis surrounds the palace on all sides, the graves and mausoleums of fallen githyanki heroes eerily silent. As one nears Susurrus, the whispers of the dead trapped within its walls can be heard. These whispers become louder as one enters the forlorn edifice, and even more intense in the presence of Vlaakith.

Entering and Exiting Tu'narath

Protecting the city are a dozen or more fortresses built into large fragments of rock adrift in the Astral Plane. When an unfamiliar astral ship or astral-faring retinue approaches Tu'narath, the nearest "flying fortress" dispatches an escort to intercept the approaching vessel or retinue: a githyanki kith'rak (captain) astride a juvenile red dragon. When approaching an astral ship, the dragon positions itself outside the firing arc of the ship's visible weaponry, but drifts close enough to blast the decks with its fiery breath, if necessary.

When confronting a githyanki retinue or githyanki-crewed astral ship, a kith'rak merely ushers the vessel to the city docks before returning to the flying fortress.

When confronting a retinue that includes nongithyanki, a kith'rak demands to know their business in Tu'narath and instructs nongithyanki to confine themselves to the Merchant District, lest they be killed on sight. If the visitors are belligerent or recognized as enemies of the githyanki people, the kith'rak and its dragon mount attack immediately. This activity draws the attention of nearby flying fortresses, which send reinforcements.

When confronting a vessel populated by nongithyanki, a kith'rak requires that the vessel undergo a thorough search before proceeding. The kith'rak uses his *dimension door* ability to appear on deck and begins systematically inspecting every compartment and container on the ship. Meanwhile, the dragon circles the ship, ready to blast it. Once the kith'rak is satisfied, he rejoins the dragon, at which point they escort the ship to the city docks.

Leaving Tu'narath is generally simpler than arriving. Unless the githyanki have a good reason to prevent an astral ship or retinue from leaving the city—for example, they suspect that a githzerai might be hiding among the crew—they let the visitors depart unsearched and unimpeded.

Typical Kith'rak: Githyanki fighter 12; CR 13; Medium humanoid (extraplanar); HD 12d10+36; hp 102; Init +2; Spd 20 ft. (base 30 ft.), fly 100 ft. (perfect) on the Astral Plane; AC 21, touch 11, flat-footed 20; Base Atk +12; Grp +17; Atk +20 melee (1d8+12/19–20 plus 1d6 fire or electricity, *+1 flaming/+1 shock two-bladed sword*); Full Atk +20/+15/+10 melee (1d8+12/19–20 plus 1d6 fire or electricity, *+1 flaming/+1 shock two-bladed sword*) or +18/+18/+13/+8 melee (1d8+10/19–20 plus 1d6 fire or electricity, *+1 flaming/+ 1 shock two-bladed sword*); SA psionics; SQ darkvision 60 ft., psionics, spell resistance 17; AL LE; SV Fort +11, Ref +6, Will +4; Str 20, Dex 15, Con 16, Int 10, Wis 10, Cha 10.

Skills and Feats: Jump +14, Ride +17, Tumble –2; Cleave, Dodge, Exotic Weapon Proficiency (two-bladed sword), Great Cleave, Greater Weapon Focus (two-bladed sword), Greater Weapon Specialization (two-bladed sword), Mobility, Power Attack, Spring Attack, Two-Weapon Fighting, Weapon Focus (two-bladed sword), Weapon Specialization (two-bladed sword).

Psionics (Sp): 3/day—*blur, daze* (DC 10), *dimension door, mage hand, telekinesis* (DC 15); 1/day—*plane shift* (DC 17). Caster level 12th; save DC 10 + spell level.

Possessions: +2 full plate, +1 flaming/+1 shock two-bladed sword, gauntlets of ogre power +2.

Juvenile Red Dragon: CR 10; Large dragon (fire); HD 16d12+64; hp 168; Init +0; Spd 40 ft., fly 150 ft. (poor), fly 140 ft. (perfect) on the Astral Plane; AC 24, touch 9, flat-footed 24; Base Atk +16; Grp +29; Atk +24 melee (2d6+9, bite); Full Atk +24 melee (2d6+9, bite) and +19 melee (1d8+4, 2 claws) and +19 melee (1d6+4, 2 wings) and +19 melee (1d8+13, tail slap); Space/Reach 10 ft./10 ft.; SA breath weapon, spells; SQ blindsense 40 ft., fire subtype, immunity to *sleep* and paralysis, keen senses, *locate object*, scent; AL CE; SV Fort +14, Ref +10, Will +12; Str 29, Dex 10, Con 19, Int 14, Wis 15, Cha 14.

Skills and Feats: Concentration +23, Diplomacy +23, Intimidate +21, Knowledge (the planes) +21, Listen +21, Search +21, Sense Motive +21, Spot +21; Blind-Fight, Flyby Attack, Hover, Improved Initiative, Power Attack, Wingover.

Breath Weapon (Su): 40-ft. cone; damage 8d10 fire; Reflex DC 22 half.

Blindsense (*Ex*): The dragon notices and locates creatures within a range of 40 feet. Opponents the dragon can't actually see still have total concealment against the dragon.

Fire Subtype (*Ex*): Immunity to fire, takes 50% additional damage from cold.

Keen Senses (*Ex*): A dragon sees four times as well as a human in low-light conditions and twice as well in normal light. It also has darkvision with a range of 400 feet.

Locate Object (*Sp*): The dragon can use this ability as the spell of the same name, four times per day.

Sorcerer Spells Known (6/6): 0—*detect magic, flare, light, read magic, touch of fatigue*; 1st—*mage armor, magic missile, shield*. Caster level 3rd.

Vlaakith the Lich-Queen: Female githyanki lich wizard 25; CR 28; Medium undead; HD 25d12; hp 180; Init +6; Spd 30 ft.; AC 33 (+6 Dex, +5 natural, +8 *bracers of armor*, +4 deflection), touch 20, flat-footed 27; Base Atk +10; Grp +13; Atk +21 melee (2d6+9/19–20, +5 *vorpal silver sword*) or negative energy touch +16 melee touch (1d8+5 plus paralysis); Full Atk +21/+16 melee (2d6+9/19–20, +5 *vorpal silver sword*) or negative energy touch +16/+11 melee touch (1d8+5 plus paralysis); SA damaging touch, fear aura, paralyzing touch, psionics, spells; SQ damage reduction 15/bludgeoning and magic, immunities, spell resistance 30, turn resistance +4; AL CE; Fort +8, Ref +14, Will +17; Str 16, Dex 22, Con —, Int 32, Wis 16, Cha 25.

Skills and Feats: Concentration +28, Craft (alchemy) +37, Hide +14, Intimidate +21, Knowledge (arcana) +39, Knowledge (history) +23, Knowledge (the planes) +39, Listen +11, Move Silently +14, Search +34, Sense Motive +29, Spellcraft +39, Spot +26; Craft Epic Wondrous Item, Craft Wondrous Item, Empower Spell, Exotic Weapon Proficiency (silver sword), Extend Spell, Forge Ring, Greater Spell Focus (Necromancy), Greater Spell Focus (Transmutation), Greater Spell Penetration, Improved Spell Capacity (10th), Improved Spell Capacity (11th), Spell Focus (Necromancy), Spell Penetration.

Damaging Touch (*Ex*): Vlaakith's black, desiccated body courses with negative energy, such that her touch deals 1d8+5 points of damage. A successful DC 29 Will save halves the damage.

Fear Aura (*Su*): Vlaakith's form is so horrid that creatures with fewer than 5 Hit Dice within 60 feet must succeed on a DC 29 Will save or be affected as by the *fear* spell cast by a 25th-level caster.

Immunities: Liches have immunity to cold, electricity, polymorph, and mind-affecting spells and abilities. As long as she is holding the *scepter of Ephelomon*, Vlaakith also has immunity to fire.

Paralyzing Touch (*Su*): Any living creature touched by Vlaakith must succeed on a DC 29 Fortitude save or be permanently paralyzed. *Remove paralysis* or any curse-removing spell can free the victim, but the paralyzing touch cannot be dispelled. The victim appears dead; only a successful DC 20 Spot check or DC 15 Heal check reveals that the victim is still alive.

Psionics (*Sp*): At will—*clairaudience/clairvoyance, daze* (DC 17), *mage hand*; 3/day—*blur, dimension door, telekinesis* (DC 22); 1/day—*plane shift* (DC 24). Caster level 25th; save DC 17 + spell level.

Wizard Spells Prepared (4/7/7/7/10/6/6/6/5/5/2/2): 0—*detect magic* (2), *mage hand, open/close*; 1st—*change self, magic missile* (2), *obscuring mist, shield* (2), *unseen servant*; 2nd—*bull's strength, detect thoughts* (2), *mirror image, touch of idiocy* (2), *web* (DC 23); 3rd—*dispel magic, displacement, lightning bolt* (DC 24), *magic circle against good, empowered ray of enfeeblement, slow* (DC 26), *extended spectral hand*; 4th—*animate dead, contagion* (DC 27), *dimensional anchor* (2), *enervation, extended haste* (2), *extended heroism, scrying, stoneskin*; 5th—*dismissal* (DC special), *hold monster* (DC 26), *empowered vampiric touch, magic jar* (DC 28), *wall of force, waves of fatigue*; 6th—*disintegrate* (DC 29), *empowered enervation, greater dispel magic* (2), *true seeing*; 7th—*extended eyebite* (2) (DC 29), *finger of death* (DC 30), *greater teleport* (2), *waves of exhaustion*; 8th—*empowered circle of death* (DC 29), *horrid wilting* (DC 31), *protection from spells, screen* (2) (DC 29); 9th—*foresight, gate, empowered spell turning, wail of the banshee* (DC 32), *wish*; 10th—*extended dominate monster* (DC 30), *empowered horrid wilting* (DC 31); 11th—*empowered time stop* (2).

Possessions: +5 dancing vorpal silver sword (treat as greatsword), *crown of corruption, scepter of Ephelomon, headband of intellect +6, bracers of armor +8, gloves of Dexterity +6, cloak of Charisma +6, ring of wizardry IV, ring of protection +4, robe of eyes*, scrolls of *prismatic sphere, time stop, protection from spells*, and *shapechange*.

New Artifacts

Vlaakith has two artifacts in her possession at all times: the *crown of corruption* and the *scepter of Ephelomon*.

Crown of Corruption: This slender, black-and-silver diadem has rested atop Vlaakith's head for more than 900 years, serving as her badge of office and the means of testing any githyanki who would threaten her. Those who have beheld the crown say it twitches of its own volition, and that the 5,000-gp rubies that adorn the crown's spires look something like flickering eyes. The crown has the following command-word activated powers.

- *Energy drain* (Fort DC 23 negates).
- *Mass suggestion* (Will DC 19 negates).
- *Control undead* (Will DC 20 negates).

The *crown of corruption* has 30 hit points. However, only a magic weapon with the holy and disrupting special abilities can damage it.

Caster level 25th; Weight 3 lb.

Scepter of Ephelomon: This ruby-encrusted, dragon-shaped scepter was Ephelomon's gift to the githyanki centuries ago when the pact with red dragons was forged.

Ephelomon gave the scepter to the first Vlaakith (the current Vlaakith's ancestor), saying, "Go forth and conquer all."

The scepter has the following powers.

- The bearer has total control over red dragons. Any red dragon that approaches within a half-mile of the scepter must succeed on a DC 35 Will save or be affected as by a *dominate monster* spell cast by a 30th-level caster.
- The bearer has immunity to fire and fear effects.
- Once per week, the bearer can create a *gate* through which a very old red dragon flies. The dragon must immediately make a DC 35 Will save or serve the scepter-bearer without reward. Even if the dragon makes its save, it is considered controlled as described in the *gate* spell and may be ordered to fight the scepter-bearer's foes, or the dragon can bargain with the bearer of the scepter.

The *scepter of Ephelomon* has 60 hit points and can be damaged only by the claws of Bahamut or one of his chosen vassals, by a magic weapon with the bane (evil dragons) special ability, or by the cold breath weapon of a good-aligned silver dragon. If the scepter is destroyed, the pact between the githyanki and the red dragons dissolves. The red dragons do not immediately turn against the githyanki, but only the most subservient ones will continue to serve or assist the githyanki in any way. Red dragons in Vlaakith's service continue to serve the lich-queen out of fear, but not loyalty.

Caster level 30th; Weight 5 lb.

PLANAR BREACHES

If you can't go to the planes, don't worry; sometimes they come to you. The divisions between different planes of existence are usually unassailable. But in a multiverse where magic, psionics, and divine decree daily wrench reality into unnatural configurations, that which separates one space from the next can wear thin. That's when the phenomenon known as planar breaching occurs.

Planar breaches can be minor, severe, or complete. Minor breaching is often overlooked because its effects are not immediately obvious, while at the other end of the spectrum, a complete breach opens a hole in reality where laws and planar natives mix in the middle.

Wily planar travelers sometimes use severe and complete planar breaches to get around, though unless they are responsible for causing the breach in the first place, it's hard to count on such phenomena (except, of course, for locations such as the Breaching Obelisk, a planar touchstone location described in this chapter).

MECHANICS OF A PLANAR BREACH

Dungeon Masters may use the following definitions to guide the creation and execution of a planar breach.

A planar breach has an onset, an area, a severity, and a duration.

Onset: Most planar breaches come into being over the course of 1d4 rounds. The occurrence of a planar breach is accompanied by discharges of visible light, an atmospheric disturbance that causes a wind, and a basso rumbling.

Area: A breach, regardless of its severity, affects an area 10d10 feet in radius.

Severity: A breach can be minor, severe, or complete. For minor or severe breaches, one plane is called the breaching plane, and the other is called the destination plane. Usually, only one trait from the breaching plane leaks through to the destination plane. In a complete breach, all traits from both affected planes leak equally into each other.

Minor Breach: A minor breach occurs when one alignment, elemental/energy, or magic trait described in the *Dungeon Master's Guide* leaks from one plane to another. You can choose a trait or roll for one on Table 7–1: Random Planar Breaching.

Elemental and energy traits in a minor breach are nowhere near full strength. If an elemental or energy trait is determined to be present in a minor breach, the overtly noticeable effect is that it is hotter (fire), windier (air), damper (water), dirtier (earth), brighter (positive), or darker (negative). Additionally, creatures with a subtype corresponding to a leaking energy trait gain a +1 bonus on attack rolls, saving throws, and skill checks. Likewise, spells that have a descriptor coresponding to the leaking energy trait receive a +1 bonus to their save DC, if applicable. All creatures inhabiting an area where positive energy leaks through heal at twice their normal rate. All creatures inhabiting an area where negative energy leaks through heal at half their normal rate. These weakened elemental and energy traits do not manifest in a severe or complete breach.

Severe Breach: A severe breach occurs when one alignment, elemental/energy, magic, or physical trait described

PLANAR TRAITS

Each plane of existence has its own properties—the natural laws of its universe. Planar traits are broken down into a number of general areas. All planes have the following kinds of traits.

Physical Traits: These traits determine the laws of physics and nature on the plane, including how gravity and time function.

Elemental/Energy Traits: These traits determine the dominance of particular elemental or energy forces.

Alignment Traits: Just as characters may be lawful neutral or chaotic good, many planes are tied to a particular moral or ethical outlook.

Magic Traits: Magic works differently from plane to plane, and these traits set the boundaries for what magic can and can't do on a particular plane.

Planar traits are described starting on page 147 of the *Dungeon Master's Guide*.

Table 7–1: Random Planar Breaching

d%	Trait[1]	Trait Type	Breaching Plane[2]
01–03	Air-dominant	Elemental/Energy	Elemental Plane of Air
04–06	Alterable morphic	Physical	Ethereal Plane
07–09	Chaos-aligned, mildly aligned	Alignment	Abyss
10–12	Chaos-aligned, strongly aligned	Alignment	Limbo
13–15	Dead magic	Magic	Dead magic demiplane[5]
16–18	Divinely morphic	Physical	Outlands
19–21	Earth-dominant	Elemental/Energy	Elemental Plane of Earth
22–24	Evil-aligned, mildly aligned	Alignment	Abyss
25–27	Evil-aligned, strongly aligned	Alignment	Hades
28–30	Fire-dominant	Elemental/Energy	Elemental Plane of Fire
31–33	Flowing time[3]	Physical	Slow-time demiplane[5]
34–36	Good-aligned, mildly aligned	Alignment	Celestia
37–39	Good-aligned, strongly aligned	Alignment	Elysium
40–42	Heavy gravity	Physical	Heavy-gravity demiplane[5]
43–45	Highly morphic	Physical	Limbo
46–48	Law-aligned, mildly aligned	Alignment	Nine Hells
49–51	Law-aligned, strongly aligned	Alignment	Mechanus
52–54	Light gravity	Physical	Light-gravity demiplane[5]
55–57	Magically morphic	Physical	Magic morphic demiplane[5]
58–60	Negative-dominant	Elemental/Energy	Abyss
61–63	Negative-dominant, major	Elemental/Energy	Negative Energy Plane
64–66	Neutral-aligned, mildly aligned	Alignment	Plane of Shadow
67–69	Neutral-aligned, strongly aligned	Alignment	Neutral demiplane[5]
70–72	No gravity	Physical	Ethereal Plane
73–75	Objective directional gravity	Physical	Pandemonium
76–78	Positive-dominant	Elemental/Energy	Ysgard
79–81	Positive-dominant, major	Elemental/Energy	Positive Energy Plane
82–84	Sentient[4]	Physical	Sentient deimplane[4]
85–87	Subjective directional gravity	Physical	Astral Plane
88–90	Timeless	Physical	Astral Plane
91–93	Water-dominant	Elemental/Energy	Elemental Plane of Water
94–100	Wild magic	Physical	Limbo

1 See trait descriptions on pages 147–150 of the *Dungeon Master's Guide*.
2 The breaching plane serves only as an example; the DM may choose a different breaching plane, or make up a plane or demiplanes of his own choosing to serve as the breaching plane.
3 1 round in breach area equals 1 year outside breach area.
4 A sentient plane or demiplane that breaches affects the destination plane as if it is "haunted." Objects move of their own volition, creatures in the area get a sense of "being watched," and strange noises are heard. The DM is free to add additional effects.
5 These demiplanes are only as large as the breach area in the destination plane and exist only as long as the breach itself exists. The DM may determine other demiplane traits or inhabitants as desired.

in the *Dungeon Master's Guide* leaks between one plane and another. You can either choose a trait, or roll for one on Table 7–1: Random Planar Breaching.

The trait, whatever its effects, is applied across the entire area of the breach. This can be spectacular for a water-dominant or fire-dominant trait, and quite dangerous for creatures in the area. Natural structures and land forms in the breaching area can also be affected or damaged by the change in environment. For instance, an area that suddenly gains the fire-dominant elemental trait becomes a roaring area of flame that deals 3d10 points of fire damage every round to all creatures and objects within it.

A severe breach also represents such a thin boundary between planes that creatures and objects from one plane can slip or squeeze through to the other side. When a creature or object first enters an affected area on either the breaching or destination plane (or if the area comes into effect where a creature or untended object already exists), there is a 20% chance that the creature or object slips through to the other plane. A creature that wants to make this transition can increase this chance to 100% if he makes a DC 15 Knowledge (the planes) check.

Unlike with minor breaches, severe breaches require the DM to specifically determine the breaching plane in case travel occurs between the two places.

Complete Breach: When a complete breach occurs, a hole is ripped in reality. The hole is a 10-foot-radius sphere that inhabits the center of the 10d10-foot-radius area of the breach on both affected planes. This larger affected area exists on both affected planes and contains the traits of both affected planes. The hole at the center is an open portal between the planes. Creatures from either plane can move as they will through the hole.

If the planar material on one side is less dense than the material on the other, transport may occur. For instance, if the air pressure on one side is much higher than on the other, a roaring wind blows out one side of the hole, while a sucking vortex comes into being on the other (small

differences in pressure create only a slight breeze). If water exists on one side and not the other, liquid jets out one side, but swirls away on the other.

Unlike with minor breaches, complete breaches require the DM to specifically determine the breaching plane in case travel occurs between the two places.

Duration: Most planar breaches last 1d6 days minus a certain number of hours. A minor breach lasts 1d6 days minus 12 hours (with a minimum duration of 12 hours), a severe breach lasts 1d6 days minus 48 hours (with a minimum duration of 1 hour), and a complete breach lasts 1d6 days minus 72 hours (with a minimum duration of 10 minutes). When the duration expires, the planar breach recedes, taking the same amount of time and causing the same atmospheric disturbances and effects as during the breach's onset.

BREACH CANDIDACY

Breaching usually occurs randomly. Material Plane locations are less likely to see a breach; in fact, they almost never experience one. A planar site is a good candidate for a breach if it meets any of the following criteria.

- The location is home to a regular energetic event, such as a volcanic vent, an oceanic whirlpool, an evil sacrifice, and so on. A one-time event of significant proportion can also make that location a breaching candidate, such as a spectacular volcanic eruption, a whirlpool of epic proportions, a mass evil sacrifice, and so on.
- The location was used to launch a planar trip via magical or psionic means, such as by using the spells *plane shift*, *ethereal jaunt*, *etherealness*, *astral projection*, and so on.
- The DM wants a breach to occur at the location. This criterion is particularly useful in campaigns set on the planes where the average character level is deemed too low for wide-ranging exploration or adventuring. A planar breach allows the DM to inject planar material into the game without unduly endangering the player characters. Instead of having the heroes risk a journey into the Abyss, for example, a bit of the Abyss can come to them.

In addition, certain spells (such as *precipitate breach*, detailed on page 103), items, and locations can cause a breach whether or not an area is a candidate for a natural breach.

RANDOM BREACHING

If the DM decides that an area is a candidate for a breach, he can arrange all the details ahead of time, especially if designing an adventure with a specific goal in mind. However, the DM also can generate a random breach, which is a good way to create seeds for a new adventure.

To generate a random breach, the DM first rolls d% to see if a breach occurs at the location. Each day, a candidate site has a 4% chance to experience a breach. Once a breach occurs, the tension is relieved, and the location is no longer a candidate for future breaches (unless the DM determines otherwise).

When a breach occurs, the DM then rolls to decide the severity of the breach.

Breach Severity

d%	Severity
01–75	Minor breach
76–93	Severe breach
94–100	Complete breach

Finally, the DM rolls on Table 7–1: Random Planar Breaching to determine a trait for the breach. If the breach is minor, reroll any results that are not alignment, magic, or elemental/energy traits—only those types are allowed in a minor breach.

PLANAR TOUCHSTONES

Certain places in the cosmos resonate with unique forms of energy. The cosmological association of linked planes, demiplanes, and connective dimensional realms creates a vast network over which the energy of existence itself is channeled. Less-connected demiplanes and planes are the nodes of this network, while the most highly connected planes are the hubs, where their many linkages to other planes suffuse them with excess energy. Those able to form a linkage with a hub are rewarded with a heady charge of supernatural power. These hubs, usually places already resonant with mythic possibility, are known as planar touchstones.

The Planar Touchstone feat described on page 41 allows those who possess some association (in the form of an object native to the planar touchstone) with a given planar location to forge a link. A link forged with a planar touchstone provides a base ability that is always active. The link also provides characters with the possibility of supercharging their abilities by making a personal visit to a touchstone site. Such a visit allows the power inherent in the touchstone to discharge directly into the visitor, granting the character a higher-order ability that she can call upon a limited number of times before it is exhausted. Additional visits to that planar touchstone (or any other touchstone) can revitalize her charge, as needed. If she visits a touchstone other than the one she originally linked to when taking the feat, she swaps out the base ability of the old site for the new, and gains the higher-order ability of the new site (while losing any remaining higher-order uses of the old site). For those intimately familiar with planar touchstones, visiting one or more touchstones is known as "taking the touchstone tour."

In addition to the benefits planar touchstone sites obviously provide to players, DMs are happy to discover that they make wonderful story elements to their campaigns. For instance, a "prophecy" can state that a particular scourge cannot be overcome, save by "one who looks upon the

stars of Oxyrhynchus." (Oxyrhynchus is a touchstone site described in this chapter.) On a less dramatic scale, planar touchstones also make great alternatives to treasure—when players overcome an encounter level-rated threat associated with a touchstone site, the higher-order ability gained makes a good reward.

WHAT MAKES A TOUCHSTONE?

Often, a touchstone site is special in some way that goes beyond its status as a touchstone, though sometimes the fact that a location is a touchstone is what makes it special. Relatively few touchstones exist on the Material Plane, but almost every Material Plane touchstone is significant for some other reason. For instance, the location may also have historical or geographic importance (such as the peak of the world's tallest mountain).

Planar locations previously described in other game products might also be considered planar touchstones. Adventurers might have known about and even visited a site for years without ever realizing that it had the power to confer special abilities. Determining the base and higher-order abilities conferred by these sites is an exercise for the DM.

Sometimes characters with great power gain the ability to create small demiplanes. Such fledgling demiplanes can never be planar touchstones, though after several thousand years of growth, linkage, and expansion, such created planes could come to host planar touchstones.

TRAVELING TO TOUCHSTONE SITES

If a character lacks the ability to visit a touchstone site, the higher-order ability inherent to that location cannot be accessed. Presumably, someone who takes the Planar Touchstone feat and forges a link to a particular planar location feels that he has a reliable method of reaching the site. Perhaps the character knows of a permanent portal that opens near the touchstone. Others may rely on spells such as *plane shift*, cast personally or by a friend. Whatever the method of transportation, the character must have access to a method that is at least somewhat reliable.

Of course, merely reaching the planar touchstone is the first step. Some planar touchstones are located in planes inimical to nonnative life. Elemental planes, especially, with energy-dominant traits, require some preparation. For instance, the planar touchstone location called the Burning Rift is located on the Elemental Plane of Fire. Without some protection, the visit to the touchstone may be short.

TOUCHSTONES ON THE PLANES

The following section provides numerous planar touchstone locations. Each planar touchstone site follows this format:

Name: The most common name or names of the planar touchstone.

Description: Each location has a description.

Location: The planar location of the touchstone, if known. The major planes of existence are described starting on page 151 of the *Dungeon Master's Guide*. The DM should refer to those descriptions for details, especially when a character must travel through some of the intervening location plane before arriving at the touchstone.

Initial Encounters: Information on the type of encounter players may face on first visiting the touchstone. This entry comes with an encounter table, if appropriate.

Subsequent Encounters: Information on the type of encounters players may face on subsequent visits to the touchstone.

Base Ability: The ability gained by someone taking the Planar Touchstone feat, regardless of whether that character has visited the site. This conferred ability is always available to the character (to the limits of any supernatural ability) and does not have a given number of uses.

Recharge Condition: Many planar touchstones require not only a visit, but also the fulfillment of some condition in order to recharge the higher-order ability provided. This condition can vary widely among planar touchstones. It need not be fulfilled to gain the planar touchstone's base ability, but it must be fulfilled for each recharge of a higher-order ability.

Higher-Order Ability: The ability gained by someone who visits the touchstone and fulfills the recharge condition. This ability is limited to a number of uses per recharge, and thus can be used up, until such time as a future visit is made. All higher-order abilities are considered either supernatural or spell-like, as indicated in each ability's description.

Higher-Order Uses: Each time the character recharges her higher-order ability, she gains a number of uses of that ability. The higher-order ability cannot be used more than once per day.

BEHIND THE CURTAIN: TOUCHSTONE ABILITIES

When creating new planar touchstones, follow these general rules for determining base abilities and higher-order abilities. A planar touchstone's base ability should be comparable to a general feat, and should work the same way. The higher-order ability granted by a visitation should possess the rough power equivalent and total uses as follows: five uses of a 3rd-level spell equivalent, six uses of a 2nd-level spell equivalent, or seven uses of a 1st-level spell equivalent. You also might consider power equivalents as follows: four uses of a 4th-level spell equivalent, three uses of a 5th-level spell equivalent, or two uses of a 6th-level spell equivalent. These abilities should scale with character level for at least a few levels, so they may end up being slightly more powerful than spells in some instances. Save DCs for these abilities are based on the character's Charisma score.

ENCOUNTER LEVEL 4 SITES

Empyrea Mere

This cold, clear mountain lake overlooks the great City of Tempered Souls, with its healing fountains and curing waters. In fact, the city's healing waters are drawn from the Mere. Those looking in the Mere see the truth about themselves—all their strengths, flaws, and weaknesses, it is said—and those who bathe in the water are healed of all curses and spiritual hurts.

Location: Mertion, the fifth layer of Celestia, near the City of Tempered Souls.

Initial Encounters: Roll on the Empyrea Mere encounter table when the characters visit the site for the first time, or for the first time in over a year. The creatures encountered are initially suspicious of those seeking the Mere, but diplomacy may turn their hostile attitudes to a less aggressive posture.

Empyrea Mere Encounters

d%	Encounter
01–10	2 lantern archons
11–50	1 hound archon
51–75	2 hound archons
76–97	1 celestial lion
98–100	1 bralani eladrin

Subsequent Encounters: Once the players negotiate a peace (or clear the location), on subsequent visits the chance of an encounter is only 10%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain +3 hit points.

Recharge Condition: Drink of the Mere from a silver chalice.

Higher-Order Ability: Once per day, your touch upon the target creature can wipe away one of the following ailments or conditions: ability damage, blinded, *confusion*, dazed, dazzled, deafened, disease, exhaustion, fatigue, feeblemindedness, insanity, nausea, sickness, stun, poison (ongoing), or hit point damage (up to 90 points). Your touch has no effect on undead creatures.

Higher-Order Uses: 4.

Mundellir Lake

A floating earthberg some 100 miles in rough diameter holds a windswept lake that constantly spills over the edges. Great freshwater pearl beds dot the shallow portion of the lake's bottom some 90 feet below the surface (though the lake is far deeper). In addition to the encounters noted on the table below, fishermen from the surrounding earthbergs of Ysgard sometimes wait on the lake's surface, casting great nets into its deepest portion, hoping to dredge up a great haul of fish or a trophy worthy of a heroic Ysgardian.

Location: The top layer of Ysgard (also called Ysgard).

Initial Encounters: Roll on the Mundellir Lake encounter table when the characters visit the site for the first time, or for the first time in over a year.

Mundellir Lake Encounters

d%	Encounter
01–10	2 octopi
11–50	2 crocodiles
51–75	1 sea hag
76–97	2 skum
98–100	2 scrag trolls

Subsequent Encounters: Once the characters clear out the lake, on subsequent visits the chance of an encounter is only 10%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +2 bonus on Swim checks and add +10 to your swim speed.

Recharge Condition: Retrieve a pearl from the seabed (each has a value of 1d10 gp).

Higher-Order Ability: Once per day, you can breathe water freely for up to 1 hour per character level (and you can still breathe air, too). During this same period, you can also choose to stay above the water, treading upon it as if it were firm ground, though your feet actually hover an inch above the surface. This ability works in mud, oil, snow, quicksand, and ice in addition to water. Should you decide to begin treading on the substance while beneath its surface, you are borne toward the surface at 60 feet per round until you stand above it.

Higher-Order Uses: 5.

ENCOUNTER LEVEL 5 SITES

The Burning Rift

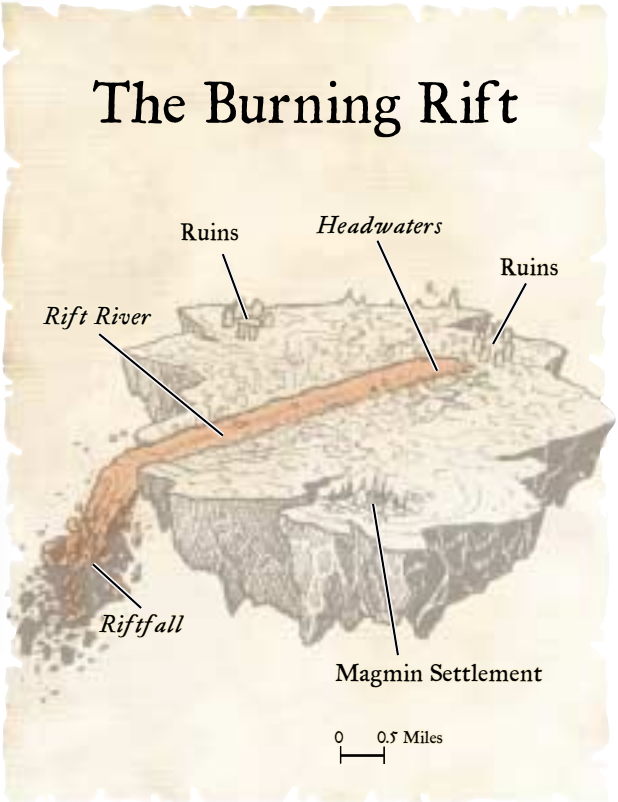
The Burning Rift is situated upon a solidified plain of free-floating magma on the Elemental Plane of Fire, some 200 feet above the infinite expanse of fire and ash below. The floating plain is bisected, forming a great rift from which wells up a great river of fire called the Rift River. The Rift River flows out along the rift and into empty space, creating a magnificent cascade of fire. The "headwaters" of the Rift River are a magnet to native creatures.

Location: The Elemental Plane of Fire.

Initial Encounters: Roll on the Burning Rift encounter table when the characters visit the location for the first time, or for the first time in over a year. The elementals are randomly drawn to the site, while the magmin and salamanders have attempted to make a home there.

Burning Rift Encounters

d%	Encounter
01–25	2 Medium fire elementals
26–50	1 Large fire elemental
51–75	1 magmin firehand (see below)
76–97	1 average salamander
98–100	1 noble salamander



Subsequent Encounters: Once the characters clear out the Burning Rift, it is theirs. However, if they fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +4 bonus on saving throws against fire effects.

Recharge Condition: Drink from the "headwaters" of the Rift River (which inflicts 5d6 points of fire damage, no save).

Higher-Order Ability: Once per day, you can create a *fireball* (as the spell), dealing 1d6 points of fire damage per character level (maximum 10d6). Caster level is equal to your character level. Save DC 13 + Charisma bonus.

Higher-Order Uses: 5.

Magmin Firehand: Magmin monk 3; CR 6; Small elemental (extraplanar, fire); HD 2d8+2 plus 3d8+3; hp 30; Init +0; Speed 40 ft.; AC 18 (+1 size, +6 natural, +1 Wisdom), touch 12, flat-footed 18; Base Atk +3; Grp +1; Atk +6 melee touch (1d8 fire plus combustion, burning touch) or +7 melee (1d4+3 plus combustion, slam); Full Atk +6 melee touch (1d8 fire plus combustion, melee touch) or +7 melee (1d4+3 plus combustion, slam) or +5/+5 melee (1d4+3 plus combustion, flurry of blows); Space/reach 5 ft./5 ft.; SA combustion, fiery aura, flurry of blows, evasion, still mind; SQ damage reduction 5/magic, darkvision 60 ft., elemental traits, immunity to fire, melt weapons, vulnerability to cold; AL CN; SV Fort +6, Ref +6, Will +4; Str 15, Dex 11, Con 13, Int 8, Wis 12, Cha 10.

Skills and Feats: Climb +4, Spot +4; Combat Reflexes, Great Fortitude, Stunning Fist, Weapon Focus (unarmed attack/slam), Planar Touchstone.

Combustion (Ex): Anyone a magmin touches must succeed on a DC 12 Reflex save or take an extra 1d8 points of fire damage as clothes ignite or armor becomes searing hot. The damage continues for another 1d4+2 rounds after the magmin's last successful attack. Magmins can also ignite flammable materials with a touch. The save DC is Constitution-based.

Fiery Aura (Ex): Anyone within 30 feet of a magmin must succeed on a DC 12 Fortitude save or take 1d6 points of fire damage per round from the intense heat. The save DC is Constitution-based.

Melt Weapons (Ex): Any metal weapon that strikes a magmin must succeed on a DC 12 Fortitude save or melt away into slag. The save DC is Constitution-based.

Evasion (Ex): If exposed to any effect that normally allows an attempted Reflex saving throw for half damage, a magmin takes no damage with a successful saving throw.

Still Mind (Ex): +2 bonus on saving throws against enchantment spells and effects.

Burning Rift (Su): Can throw one 6d6 *fireball*-like burst 1/day (see above). Three charges remaining.

The Heart of the Sea

The Heart of the Sea is a configuration of four bubbles of breathable air that float through the infinite depths of the Elemental Plane of Water. The bubbles align themselves in a shape reminiscent of the four chambers of a human heart, and a stream of fast-moving water flows through them in roughly the same path that blood would take through a heart.

Inhabitants of the plane sometimes use the heart as a way to test the mettle and valor of visitors. If a "bubble breather" can swim upstream through all four chambers of the Heart of the Sea, she is considered to have been embraced by Mother Ocean.

Location: The Elemental Plane of Water.

Initial Encounters: Roll on the Heart of the Sea encounter table when the characters visit the site for the first time, or for the first time in over a year.

Heart of the Sea Encounters

d%	Encounter
01–18	1 water mephit
19–39	1 Large water elemental
40–55	1 aboleth
56–82	1 Huge water elemental
83–100	1 elder tojanida

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 10%. If the PCs fail to visit the location for more than

a year, they must roll for encounters as if they had never visited the site.

Base Ability: If you fail a Fortitude saving throw to keep from drowning, you may attempt the saving throw a second time. You must accept the results of the second roll. (See Drowning, page 304 of the *Dungeon Master's Guide*.)

Recharge Condition: You must swim one complete circuit through the Heart of the Sea, swimming against the flow of the stream, without taking a breath during the course of the circuit. (See Water Dangers, page 304 of the *Dungeon Master's Guide*.) You must do this without the benefit of a *water breathing* spell or any other magical effect that allows you to ignore the effects of having no air to breathe.

Higher-Order Ability: Once per day, you gain the benefits of *water breathing* as though it were cast solely on you by a 20th-level cleric.

Higher-Order Uses: 5.

Omore's Folly

The Underworld is as bleak and desperate a place as one will find anywhere in the multiverse. The gray, blasted landscape is home to thousands of petitioners—the spirits of those who have recently died—who are slowly being drained of the last vestiges of their emotions and spiritual strength. Legends tell of heroes who traveled to the Underworld to rescue lovers or family members from untimely deaths, though these stories rarely speak of the hundreds of would-be saviors who failed in the attempt. Saddest among these is Omore.

Omore came to Hades and scaled the wall of the Underworld to retrieve the spirit of his recently departed love, the beautiful but morally shallow Jeilut. Against all odds, the young man found his lover's spirit and managed to get her up the same wall he climbed on his way in. At the top, he paused and told her to look back so that she would see how much he loved her—what he was willing to dare for her sake. Unfortunately, it was at just that moment that Jeilut's resolve crumbled. Being a woman of poor character to begin with, she transformed into a larva, attacked Omore, and killed him with a single bite.

The section of wall on which this unhappy incident occurred has been known ever since as Omore's Folly.

Location: The Underworld within Pluton, the third gloom (layer) of Hades.

Initial Encounters: Roll on the Omore's Folly encounter table when the characters visit the location for the first time, or for the first time in over a year.

Omore's Folly Encounters

d%	Encounter
01–19	1 yeth hound
20–38	1d4 +1 dretches
39–63	3d6 larvae
64–87	2d6 yeth hounds
88–100	1 bebilith

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 40%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +1 bonus on Will saving throws.

Recharge Condition: Climb to the top of Omore's Folly. This requires a DC 15 Climb check.

Higher-Order Ability: Once per day, as a move action, you may affect one creature's ability to resist being dominated. The next time the target attempts a Will saving throw, he gains a circumstance bonus equal to your base Will save bonus.

Higher-Order Uses: 5.

The Unseen Path

On the whole, the plane of Pandemonium is a dark, befuddling place. The ground is generally uneven, rocky terrain, there are no natural sources of light, and winds howl constantly, bringing odd sounds from every direction. This makes it difficult, even at the best of times, for a visitor to get her orientation, and walking even a few steps can be an adventure.

Of all the disorienting places in Pandemonium, the section of tunnel known as the Unseen Path is perhaps the most baffling. Approximately 300 feet long and laid with fine cobblestones, the Unseen Path was clearly carved by some intelligent hand. Because of the nature of gravity on Pandemonium, the fact that this path wanders unpredictably from floor to wall to ceiling and back is not all that strange. What is strange is that the tunnel has been enchanted so that if one wanders off the path, gravity reverses itself, causing unwary pedestrians to unexpectedly "fall" the entire width of the tunnel (about 50 feet).

This would be troublesome enough, but there is a second enchantment on the Unseen Path. The entire length of the passageway is cloaked by a series of *deeper darkness* spells, making traversing the span an especially dangerous proposition.

Location: Cocytus, the second layer of Pandemonium.

Initial Encounters: Roll on the Unseen Path encounter table when the characters visit the location for the first time, or for the first time in over a year.

Unseen Path Encounters

d%	Encounter
01–13	1 fiendish gelatinous cube
14–32	3d6 skeletons
33–67	1d3+1 formian workers
68–81	1 invisible stalker
82–100	1 fiendish umber hulk

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 10%. If the PCs fail to visit the location for more than

a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +1 bonus on Listen checks.

Recharge Condition: Walk the entire length of the Unseen Path. You do not have to keep on the cobblestone path for the whole distance; you merely have to traverse the entire tunnel.

Higher-Order Ability: Once per day, you can use darkvision for a number of minutes equal to 10 × your character level.

Higher-Order Uses: 6.

The Veil

The Plane of Shadow is an ever-changing landscape of stark contrast. The sky is always black and the land a powdery white, with no shade or hue anywhere (except for subtle gray tones that hint at an object's texture and depth). In one area, however, the line of stark delineation ripples and blurs—the Veil.

From a distance, the Veil looks like a small dust devil or smoke from a smoldering fire. But as one draws closer, it becomes clear that the Veil is even more ephemeral. It is a ripple in the air, a distortion through which colors appear to morph into their opposites and back again many times a second. Since the only two colors on the Plane of Shadow are black and white, this means that anything viewed through the Veil has a soft gray tone, almost like highly realistic drawings done in charcoal.

Creatures native to the plane find this effect disturbing, even profane, and avoid it at all costs. Some of them believe that merely looking through the Veil can addle a person's mind, making it difficult for him to make decisions or understand opposing concepts. Visitors are more likely to see it as a peculiar but intriguing natural wonder.

Location: The Plane of Shadow.

Initial Encounters: Roll on the Veil encounter table when the characters visit the location for the first time, or for the first time in over a year.

Veil Encounters

d%	Encounter
01–15	1d3 shadows
16–35	1 wraith
36–60	1 shadow owlbear*
61–85	1d4 dusk beasts*
86–100	1 shadow gray render*

* From *Manual of the Planes*

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 10%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +1 bonus on Hide checks.

Recharge Condition: Stand on the opposite side of the Veil from an object or person. Using chalk, pencil, or charcoal, make as good a drawing as you're able of what you see. Then look at the drawing through the Veil.

Higher-Order Ability: Once per day, as long as you are within 10 feet of some sort of shadow, you can hide from view in the open without anything to actually hide behind. You cannot, however, hide in your own shadow.

Higher-Order Uses: 5.

ENCOUNTER LEVEL 6 SITES

Arthenmyr's Wrath

Niflheim, the second gloom of Hades, is a place covered in thick, obscuring mists. Somewhere in this bleak landscape is a small dell where the fog takes on a yellowish tinge and the air is filled with a sulfurous stench. Anyone who enters takes 1d6 points of acid damage every round they stand in the poisoned fog. The dell is known as Arthenmyr's Wrath, and at its center stands a bone-white chapel dedicated to a nameless god.

Arthenmyr is a barbazu sorcerer who has seen every companion he has ever known die in the Blood War. He decided that rather than perpetuating the pointless battle, he would seek to end it in a most fitting manner. At the heart of the chapel is a magic fountain filled with acid that continually roils and sends up clouds of poisonous gas that mix with the fog and make the dell unlivable. If Arthenmyr has his way, he will someday discover a way to spread the effect to all of Niflheim and, eventually, the entirety of Hades.

Location: Niflheim, the second gloom (layer) of Hades.

Initial Encounters: Roll on the Arthenmyr's Wrath encounter table when the characters visit the site for the first time, or for the first time in over a year.

Arthenmyr's Wrath Encounters

d%	Encounter
01–10	3d6 skeletons
11–25	3d6 larvae
26–55	1 xill
56–80	1d4 spectres
81–100	Arthenmyr (see below)

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 10%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site. Once Arthenmyr has been defeated, reroll any result of 81–100.

Base Ability: You gain resistance to acid 5.

Recharge Condition: Place your bare hand into the fountain at the center of Arthenmyr's Wrath. Doing this causes 3d6+1 points of acid damage.

Higher-Order Ability: Once per day, you may cast *rusting grasp* as though you were a 10th-level druid.

Higher-Order Uses: 4.

Arthenmyr: Bearded devil sorcerer 6; CR 8; Medium outsider (baatezu, evil, extraplanar, lawful); HD 6d6+24 plus 6d4+24; hp 84; Init +5; Spd 40 ft.; AC 18, touch 11, flat-footed 17; Base Atk +9; Grp +11; Atk +13 melee (1d10+4/×3 plus infernal wound, +1 *glaive*) or +11 melee (1d6+2, claw); Full Atk +13/+8 melee (1d10+4/×3 plus infernal wound, +1 *glaive*) or +11 melee (1d6+2, 2 claws); SA infernal wound, beard, battle frenzy, *summon baatezu*; SQ damage reduction 5/silver or good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 17, telepathy 100 ft.; AL LE; SV Fort +13, Ref +10, Will +14; Str 15, Dex 13, Con 19, Int 8, Wis 14, Cha 16.

Skills and Feats: Climb +11, Concentration +7, Diplomacy +2, Hide +11, Listen +9, Move Silently +9, Sense Motive +9, Spellcraft +2, Spot +9; Combat Casting, Improved Initiative, Power Attack, Weapon Focus (glaive).

Spell-Like Abilities: At will—*greater teleport* (self plus 50 pounds of objects). Caster level 12th.

Infernal Wound (Su): Arthenmyr's glaive deals a persistent wound that deals an additional 2 points of damage per round until stopped by a DC 17 Heal check, a *cure* spell, or a *heal* spell. *Cure* and *heal* spells work only if the caster makes a DC 17 caster level check.

Beard (Ex): If Arthenmyr hits with both claws, he automatically hits with his beard for 1d8+3 points of damage and delivers the disease of devil chills (Fort DC 17 to avoid infection, incubation 1d4 days, damage 1d4 Strength).

Battle Frenzy (Ex): Twice per day, Arthenmyr can start a battle frenzy that gives him +4 Strength, +4 Constitution, +2 morale bonus on Will saves, and –2 to AC for 6 rounds.

Summon Baatezu (Sp): Once per day, Arthenmyr can summon 2d10 lemures (50% chance) or another bearded devil (35% chance).

Sorcerer Spells Known (6/7/6/4): 0—*dancing lights, detect poison, detect magic, mage hand, message, open/close, read magic;* 1st—*identify, mage armor, obscuring mist, shield;* 2nd—*cat's grace, Melf's acid arrow;* 3rd—*displacement.*

Possessions: Cloak of resistance +2, +1 glaive.

Destiny Point

Along the shore of Celestia's Glass Tarn, a spit of land sticks out into the water like a finger pointing forward. This islet is known as Destiny Point, and it is considered the most auspicious place from which to access the lake's prophetic powers.

It is said that merely standing at the water's edge along Destiny Point is enough to fill a person with a sense of purpose. What's more, some claim that this physically changes a person so that others will see her as one who is favored by fate—a person with an important role to play in the multiverse. Whether or not any truth lies in these claims, it is one of the most picturesque spots along the shoreline, and an especially good spot from which to view the constellations.

Location: Venya, the third layer of Celestia.

Initial Encounters: Roll on the Destiny Point encounter table when the characters visit the site for the first time, or for the first time in over a year. The cleric will generally be a character similar to the PCs who has come to the Glass Tarn to glean information about his future. The lantern archons may be members of the local constabulary, or simply be wandering for their own purposes.

Destiny Point Encounters

d%	Encounter
01–13	1d6 celestial lions
14–38	1d6 lantern archons
39–66	7th-level human cleric
67–88	1d4 +6 lantern archons
89–100	1 juvenile silver dragon

Subsequent Encounters: Once the characters have established their presence in the area, on subsequent visits the chance of an encounter is only 10%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +1 bonus on Diplomacy checks.

Recharge Condition: Pick a stone from the shore of the Glass Tarn, and throw it across the water so that it skips at least three times. To count how many skips you get per throw, make a Dexterity check. The number of skips is based on the check result; the stone skips once for every 5 full points of the result (so a result of 0–4 would not skip at all, a result of 5–9 would skip once, a result of 10–14 would skip twice, and so on).

Higher-Order Ability: Once per day as a full round action, you can urge your companions on to extraordinary levels of capability. You may affect a number of allies equal to one-quarter of your character level (round down, minimum 1). The subjects receive a +1 morale bonus on attack rolls and weapon damage rolls, and a +2 morale bonus on saving throws against charm and fear effects. The bonuses last for a number of rounds equal to your character level. This ability will not work on anyone who has immunity to mind-affecting spells and abilities.

Higher-Order Uses: 5.

The Library of Ignorance

Agathys, the innermost layer of Carceri, is a dark sphere of black ice. The wind howls endlessly, and little light or shelter can be found anywhere. At the base of one glacial cliff sits a tiny, lonely stone building known as the Library of Ignorance.

The library consists of a main level and a balcony that runs around three sides. Each wall of the building is filled from floor to ceiling with rows of bookshelves—all empty. None of them holds even a single book.

In the center of the main floor sits a wooden table, a single chair, and a small, pot-bellied stove. On the table

rests a tremendous volume whose cover reads "Book of Knowledge."

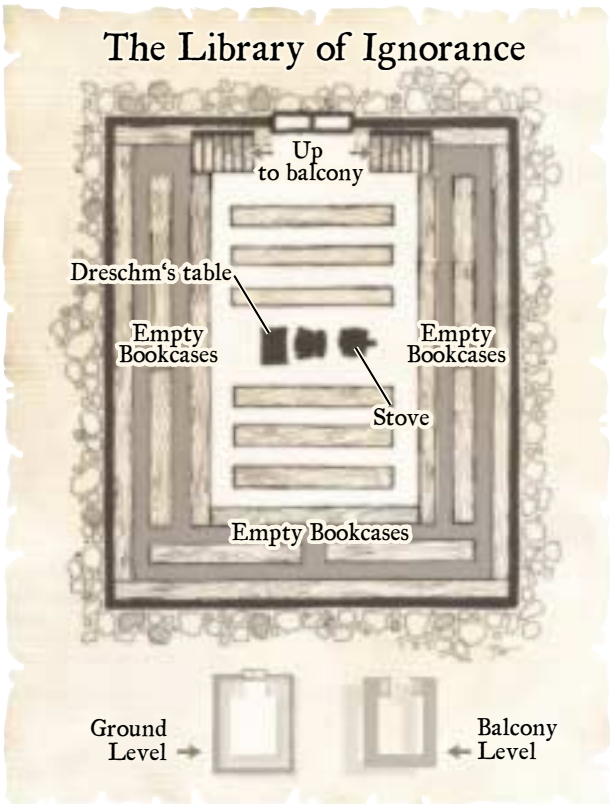
The library's sole occupant is a derro wizard by the name of Dreschm. Once, Dreschm was an adventurer who wandered the planes, learning all he could from anyone who would speak with him. Now he is irretrievably mad (even for a derro). Though no one is certain how he came to be in this state, it is presumed that somewhere in his adventuring, he earned the ire of Nerull.

Every day, Dreschm sits at the table and fills one page in the book with memories from his long-ago travels across the multiverse. However, since he has no other source of heat, he also tears one page from the book and tosses it into the stove to feed the flame.

Despite the wretched conditions, Dreschm has no desire to leave his library, and will actively fight anyone who tries to "rescue" him or otherwise make him leave.

Location: Agathys, the innermost sphere of Carceri.

Initial Encounters: Roll on the Library of Ignorance encounter table when the characters visit the site for the first time, or for the first time in over a year. Some of the encounters are with creatures that wander the frozen waste; others are with visitors who come to torment Dreschm. No matter when one visits the library, Dreschm will be there, sitting at his table, either writing or tearing out a page to feed into the stove.



Library of Ignorance Encounters

d%	Encounter
01–17	2 imps
18–37	1 kyton
38–62	1d3 barbazu
63–87	2d6 quasits
88–100	1 devourer

Subsequent Encounters: Once the characters clear out the area, on subsequent visits thechance of an encounter is only 10%. (Dreschm will always be there.) If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +2 bonus on checks involving one Knowledge skill.

Recharge Condition: Provide Dreschm with one day's worth of wood or other suitable material to burn in his stove.

Higher-Order Ability: Once per day, you can cast the *legend lore* spell as though you were a 10th-level bard.

Higher-Order Uses: 4.

Dreschm: Male derro wizard 5; CR 6; Small monstrous humanoid; HD 3d8+9 plus 5d4+15; hp 49; Init +7; Spd 20 ft.; AC 16, touch 14, flat-footed 13; Base Atk +5; Grp +2; Atk +7 melee (1d4+1/19–20, short sword) or +9 ranged (1d6/19–20 plus poison); Full Atk +7 melee (1d4+1/19–20, short sword) or +9 ranged (1d6/19–20 plus poison); SA poison use, spell-like abilities, sneak attack +1d6; SQ madness, SR 15, vulnerability to sunlight; AL CE; SV Fort +5, Ref +7, Will +9; Str 13, Dex 16, Con 17, Int 16, Wis 5*, Cha 14*.

* Adjusted due to madness.

Skills and Feats: Bluff +4, Concentration +8, Hide +11, Knowledge (arcana) +11, Knowledge (history) +11, Knowledge (the planes) +11, Listen +1, Move Silently +9, Spellcraft +8; Blind-Fight, Dodge, Improved Initiative, Scribe Scroll, Spell Focus (enchantment).

Madness (Ex): Derro use their Charisma modifier on Will saves, and they have immunity to *confusion* and *insanity* effects.

Poison Use (Ex): Dreschm can't poison himself accidentally.

Sneak Attack (Ex): Any time Dreschm's opponent is denied his Dexterity bonus to Armor Class, or if Dreschm flanks his opponent, he deals an extra 1d6 points of damage. This ability is just like the rogue's sneak attack.

Spell-Like Abilities: At will—*darkness, ghost sound.* 1/day—*daze* (DC 12), *sound burst* (DC 14). Caster level 3rd.

Vulnerability to Sunlight (Ex): Dreschm takes 1 point of Constitution damage for every hour he is exposed to sunlight.

Wizard Spells Prepared (5/5/4/3): 0—*arcane mark, daze, detect magic, ray of frost* (2); 1st—*hypnotism* (DC 15), *mage armor, shield* (2), *shocking grasp*; 2nd—*daze monster* (DC 16), *spider climb, touch of idiocy, web*; 3rd—*deep slumber* (DC 17), *hold person* (DC 17), *suggestion* (DC 17). Specialty school: enchantment. Prohibited schools: necromancy and illusion.

Spellbook: 0—*arcane mark, daze, detect magic, flare, ray of frost, mage hand, mending*; 1st—*charm person, expeditious retreat, hypnotism, mage armor, magic missile, shield, shocking grasp*;

2nd—*arcane lock, detect thoughts, daze monster, Tasha's hideous laughter, shatter, spider climb, touch of idiocy, web;* 3rd—*blink, deep slumber, clairaudience/clairvoyance, dispel magic, heroism, hold person, slow, suggestion.*

Possessions: Spellbook, 6 doses of greenblood oil, *wand of magic missile* (5th), *potion of cure moderate wounds.*

Mimshan's Curtain

Mimshan's Curtain can be found in the mountains outside the city of Fortitude on the Concordant Domain of the Outlands. It is a thin veil of a waterfall that feeds into a crystal clear pool of chilly water. The spot got its name because it was favored by a legendary monk named Mimshan who would sit under the waterfall and meditate for days on end. He claimed that the purity of the waters helped to cleanse his mind and heal his body.

Mimshan was secretive about the location of his waterfall. He never took anyone there with him, and never marked the spot on a map. Then, one day, the monk left his home to visit the site but never returned. Some say he was waylaid by greedy merchants or rival monks who wanted to know the location of his famous retreat. Others believe that he achieved such enlightenment while sitting under the waterfall that he simply became one with the multiverse. The truth of the matter will never be known.

In the intervening years, though, many individuals claim to have found Mimshan's Curtain. And even more people have sat shivering under waterfalls in the mountains of the Outlands, generally to no effect other than catching a cold.

Location: The Outlands, in the mountains outside the city of Fortitude.

Initial Encounters: Roll on the Mimshan's Curtain encounter table when the characters visit the site for the first time, or for the first time in over a year.

Mimshan's Curtain Encounters

d%	Encounter
01–12	1 celestial unicorn
13–31	2 fiendish lions
32–56	2 formian warriors
57–82	1 arrowhawk
83–100	5th-level lillend monk

Subsequent Encounters: Once the characters clear out or establish themselves in the area, on subsequent visits the chance of an encounter is only 10%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site. The monk is another seeker who wishes to find the legendary Mimshan's Curtain. It is left to the DM to decide whether he is a worthy pilgrim or a would-be exploiter.

Base Ability: You gain a +2 bonus on Heal checks.

Recharge Condition: Sit under the waterfall meditating for 24 hours. You may wear only a light cotton tunic or breeches, and you may not take any food or drink during the period of meditation.

Higher-Order Ability: Once per day, you gain the benefits of one of the following spells (as if cast by a 10th-level cleric): *cure serious wounds, magic circle against evil, remove blindness/deafness, remove curse,* or *remove disease.*

Higher-Order Uses: 5.

Mount Sangaree

Over 100 miles "tall," this vast mountain of ice floats on the Elemental Plane of Air, shrouded in cold fogs and howling wind. Local gravity gives the otherwise directionless location a sense of height and danger. At the apex, a blot of super-chilled yet unfrozen water lies trapped beneath a thin veneer of ice. It is easy enough to break through the coating to reach the water beneath, but the very air freezes soon after, once more encasing the liquid in ice.

Location: The Elemental Plane of Air.

Initial Encounters: Roll on the Mount Sangaree encounter table when the characters visit the site for the first time, or for the first time in over a year. If a frost giant is encountered, it is attempting to establish a lair.

Mount Sangaree Encounters

d%	Encounter
01–10	1 Large air elemental
11–50	3 ice mephits
51–75	3 giant eagles
76–97	2 Large air elementals
98–100	1 frost giant

Subsequent Encounters: Once the characters clear out the mount, on subsequent visits the chance of an encounter is only 10%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +4 bonus on saving throws against cold effects.

Recharge Condition: Submerge yourself in the super-chilled water (which deals 5d6 points of cold damage).

Higher-Order Ability: Once per day, you can create an area of intense cold around yourself—in effect, you emanate a 20-foot-radius burst of cold. All creatures within the affected area take 1d6 points of cold damage for each of your character levels (maximum 10d6), unless they succeed on a Reflex save (DC 15 + your Cha modifier).

Higher-Order Uses: 5.

Encounter Level 7 Sites

The Blazing Forge

In the deep caverns of Nidavellir, dwarves, gnomes, and drow contest ownership of a magic forge capable of creating anything—weapons, armor, food, drink, even living beings—out of iron, copper, and brass. Naturally, a forge with such awesome abilities is highly sought after, but

because it cannot be removed from its current location without losing all of its magical abilities, the forge has become the focal point for countless underground battles between those who would make use of its power.

Location: Nidavellir, the third layer of the Heroic Domains of Ysgard.

Initial Encounters: Roll on the Blazing Forge encounter table when the characters visit the site for the first time, or for the first time in over a year. None of the beings encountered are particularly happy to see armed intruders arriving to take up their valuable time with the forge, but the dwarves and the gnomes are at least willing to negotiate, rather than rush right into battle.

Blazing Forge Encounters

d%	Encounter
01–10	6th-level dwarf expert and 4 2nd-level dwarf warriors
11–20	5th-level dwarf cleric and 2 1st-level dwarf fighters
21–30	5th-level dwarf fighter and 5th-level dwarf cleric
31–40	4 3rd-level dwarf fighters
41–50	6th-level gnome expert and 4 2nd-level gnome warriors
51–60	5th-level gnome wizard and 2 1st-level gnome fighters
61–70	5th-level gnome fighter and 5th-level gnome wizard
71–80	4 3rd-level gnome fighters
81–90	4th-level drow wizard and 4 2nd-level drow warriors
91–100	1 6th-level drow cleric and 4 1st-level drow warriors

Subsequent Encounters: The Blazing Forge never sits unattended for long. No matter whether the characters negotiated or fought to gain access to it, the forge is in someone else's hands every time the characters return. Roll on the encounter table again.

Base Ability: You gain a +2 bonus on Craft checks involving metals, and your cost for creating masterwork items is halved.

Recharge Condition: Either provide 100 pounds of pig iron (costing about 20 gp) for the forge, or operate the bellows for one hour, taking 1d6 points of fire damage each minute.

Higher-Order Ability: Once per day, you can fix anything made of metal in a single round, as if a *make whole* spell were cast. You accomplish this amazing task with a DC 20 Craft (blacksmithing) check; if the check fails, you lose one use of this ability, but the item is not destroyed.

Higher-Order Uses: 6.

The Blinding Tower

The rumors of a "shining citadel" of color and light, located at the very heart of the Plane of Shadow, may be fueled by the Blinding Tower—a mysterious edifice from which emerges a blinding light. This light sweeps out for hundreds of feet, slowly circling. Shadow creatures caught in the light suffer excruciating pain, but the light moves slowly enough that some are able to scurry past and assault the tower, seeking a way to extinguish the beam.

Location: The Plane of Shadow.

Initial Encounters: Roll on the Blinding Tower encounter table when the characters visit the site for the first time, or for the first time in over a year. All of the beings encountered attack intruders.

Blinding Tower Encounters

d%	Encounter
01–10	1 shadow jelly
11–40	2 shadow mastiffs
41–60	4 shadows
61–80	2 wraiths
81–100	1 bodak

Subsequent Encounters: Once the characters rid the area of creatures, on subsequent visits the chance of an encounter is only 50%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain darkvision out to 60 feet, or your existing darkvision distance increases by 30 feet.

Recharge Condition: Look directly into the light from the Blinding Tower (DC 20 Fort save or be blinded for 1d4 hours).

Higher-Order Ability: Once per day, you can shine a light from your eyes that heals damage as a *cure moderate wounds* spell (2d8 +1 point per character level, maximum +10), with the usual effects against undead creatures. Using this ability against an unwilling target requires a successful ranged touch attack.

Higher-Order Uses: 6.

The Fountain of Screams

On the 245th layer of the Abyss, on an island of black glass in a vast sea of acid, stands the ruins of a small town made entirely of that same black glass. Embedded in the walls of this town are its former inhabitants, creatures that seem human but might be half-elves or even aasimars. All are frozen in attitudes of extreme agony, their mouths open as if to utter one last scream. In the center of this macabre village sits a large public fountain, still working after countless centuries—though rather than spraying out water, the fountain sprays out potent, searing acid.

Location: The 245th layer of the Infinite Layers of the Abyss.

Initial Encounters: Roll on the Fountain of Screams encounter table when the characters visit the site for the first time, or for the first time in over a year. Though each creature encountered is thoroughly evil, they are

less interested in combat than in the spectacle of someone bathing in the Fountain of Screams. In their excitement, they might even attempt to help someone into the fountain sooner than that person is ready—perhaps even holding that person under to ensure immersion for the "full duration."

Fountain of Screams Encounters

d%	Encounter
01–20	1 babau
21–50	8 dretches
51–75	1 babau and 2 dretches
76–90	1 succubus
91–100	1 vrock

Subsequent Encounters: Because a great many creatures of the Abyss make this vast acid sea their home, the chance of an encounter on every subsequent visit is 60%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You can spit a small glob of acid as a standard action. The glob of acid has a range increment of 5 feet, with a maximum range of 20 feet, and deals 1d3 points of damage. The acid does no harm to you, and becomes inert in less than a round.

Recharge Condition: You must bathe in the Fountain of Screams (which deals 2d6 points of acid damage per round). At least 1 round of bathing must consist of complete immersion (which deals 10d6 points of acid damage). The longer you immerse yourself in the Fountain of Screams, the more effective the higher-order ability is.

Higher-Order Ability: Immediately after emerging from the Fountain of Screams, you gain the ability to become resistant to acid for short periods. Once per day as a free action, you gain resistance to acid 10, and it lasts for a number of rounds equal to the number of rounds you bathed in the Fountain of Screams (to a maximum of 20). For each round you were fully immersed in the Fountain of Screams, you may activate this ability one additional time per day. Each activation still counts toward the total number of uses.

Higher-Order Uses: 6.

The Ice Catacombs

At the core of one of the larger ice pockets on the Elemental Plane of Water lies a great iceberg easily the size of a mountain. Into one side of this mountain of ice runs a great tunnel leading to a vast hall of ice, with columns so tall that the ceiling is lost to view, hundreds of feet overhead. In this hall dwell aboleths and ice paraelementals, though none of them is responsible for the construction of the mighty hall. In fact, the craftsmanship of the Ice Catacombs suggests dwarven manufacture, as though a dwarf citadel were constructed in the heart of a mountain, somehow turned to ice (mountain and all), and transported to the Elemental Plane of Water.

Location: The Elemental Plane of Water.

Initial Encounters: Roll on the Ice Catacombs encounter table when the characters visit the site for the first time, or for the first time in over a year. Most of the mephits and ice paraelementals claim the site as their home, but the greater ice paraelemental considers the Ice Catacombs its personal palace, and defends it aggressively. Remember that entering an ice pocket on the Elemental Plane of Water deals 1d6 points of cold damage each minute to any creature within the area.

Ice Catacombs Encounters

d%	Encounter
01–40	4 water mephits
41–60	4 ice mephits
61–80	4 Medium ice paraelementals*
81–95	2 Large ice paraelementals*
96–100	1 Huge ice paraelemental*

* From *Manual of the Planes*

Subsequent Encounters: Should the characters kill or drive off all the mephits and paraelementals, on subsequent visits to the Ice Catacombs the chance of an encounter is only 30%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain resistance to cold 5.

Recharge Condition: Embed treasure worth 500 gp (gems or jewelry) in the ice of the Catacombs' floor.

Higher-Order Ability: Once per day, you can create an area of intense cold about yourself in a 10-foot radius. This zone of cold drains heat from everything in the area, dealing 1d6 points of cold damage per character level (maximum 10d6) to everything in the area.

Higher-Order Uses: 3.

The Monastery of Zerth'Ad'lun

A githzerai monastery overseen by a 16th-level githzerai monk named Belthomais, the Monastery of Zerth'Ad'lun teaches *zerthi*—a form of martial arts that emphasizes anticipating an opponent's next move. The practitioners of *zerthi* claim to be able to see a moment into the future as a result of their training, but in a secret shrine inside the monastery, the monks meditate over a small pool that grants the same ability.

Location: The Ever-Changing Chaos of Limbo.

Initial Encounters: Roll on the Monastery of Zerth'Ad'lun encounter table when the characters visit the site for the first time, or for the first time in over a year. Although the monks welcome visitors, they may require that the supplicant prove his martial prowess before being admitted to the chamber of the pool. Such matches are carried out without weapons, though a monk's unarmed damage is perfectly acceptable. Most monks strike for nonlethal damage rather than dealing lethal damage.

Monastery of Zerth'Ad'lun Encounters

d%	Encounter
01–20	5th-level githzerai monk
21–40	6th-level githzerai monk
41–80	7th-level githzerai monk
81–95	8th-level githzerai monk
96–100	9th-level githzerai monk

Subsequent Encounters: Once a character has proven herself worthy of a visit to the chamber of the pool, there is only a 25% chance that the monks will insist on another test on a subsequent visit. If the PCs fail to visit the location for more than a year, they must meet the challenge again.

Base Ability: You gain a +1 dodge bonus against melee attacks. If a melee opponent makes a full attack (two or more melee attacks) against you, your dodge bonus increases to +2.

Recharge Condition: Spend one week training with the githzerai monks and abiding by their grueling schedule (DC 18 Constitution check or suffer from the effects of fatigue for 1d4 days after leaving the monastery).

Higher-Order Ability: Once per day as a free action, you can look into the immediate future to determine what a melee opponent will do in the next round. You may then declare that you are readying an action against that opponent, without specifying what your action will be, or what conditions will trigger it. In essence, you are able to allow your opponent to begin acting, then interrupt him at some point to take either a standard action, a move action, or a free action. If you do not use your special readied action before your next action, this use of the ability is wasted.

Higher-Order Uses: 3.

The Were Glade

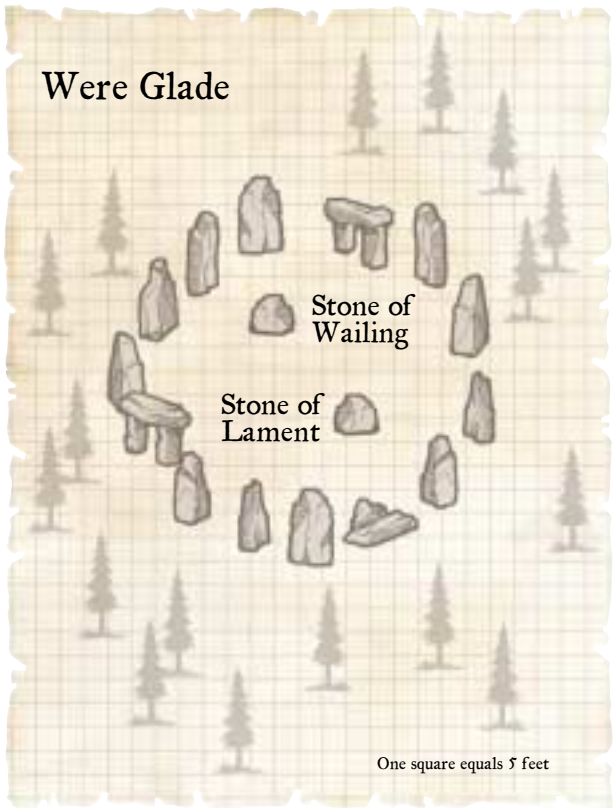
Deep in a forest of continual night, the trees part. A circle of ancient obelisks scrawled with generations of beastmarks seems to keep the trees at bay. The opening in the trees allows the silver moon above to cast its radiance down unhindered. Where the silver shaft touches the stones, they take on an inner, answering light. Werewolves often meet in the glade, to dance under the lambent moon. The Stone of Wailing and the Stone of Lament are huge boulders that push up from the earth, revealing just their tips. It is uncertain how these formations received their name.

Location: Karasuthra, third layer of the Beastlands.

Initial Encounters: Roll on the Were Glade encounter table when the characters visit the site for the first time, or for the first time in over a year. If a werewolf lord is encountered, it is attempting to establish a lair.

Were Glade Encounters

d%	Encounter
01–10	1 weretiger
11–50	2 werebears
51–75	3 wereboars
76–97	4 werewolves
98–100	1 werewolf lord



Subsequent Encounters: Once the characters clear out the glade, on subsequent visits the chance of an encounter is only 10%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +2 bonus on Handle Animal, Diplomacy, Bluff, and Sense Motive checks when dealing with animals, magical beasts, or shapechangers.

Recharge Condition: Scratch a "beastmark" of your own onto one of the obelisks in the Were Glade. A beastmark can be a simple scoring on the stone, or a series of scratches that represents a bestial image.

Higher-Order Ability: You gain limited wolf lycanthropy. Once per day, you can become a werewolf, either a full wolf or a hybrid between your normal form and that of a wolf. Once changed, you can maintain your new form for up to 9 hours. Changing back to your normal form ends the effect and counts as one use. While in your alternate form, you retain full control of your actions and gain most of the benefits of the lycanthrope template; however, you cannot pass on the curse of lycanthropy. Once you've made your first visit to the Were Glade, you permanently retain the shapechanger subtype, even if you've exhausted all your uses of the higher-order ability. For full details of the template, see Creating a Lycanthrope and associated text on page 175 of the *Monster Manual*.

Higher-Order Uses: 2.

ENCOUNTER LEVEL 8 SITES

The *Astral Sojourner*

Once a mighty githyanki astral galleon, the *Astral Sojourner* is now, effectively, a ghost ship. Lost during a particularly violent psychic storm, the ship's captain is said to have promised a powerful demon that he would give anything, if only his ship could reach home once again. The truth behind this story is unknown, for the *Sojourner*, when it appears, is always seen in the midst of a violent psychic storm, and the crew is long since gone. Those who can steer the *Astral Sojourner* back out of the psychic storm are able to reap great rewards.

Location: A psychic storm on the Astral Plane.

Initial Encounters: When first encountered, the *Astral Sojourner* is always in the midst of a psychic storm; the characters can reach the lost ship only by braving the dangers of the storm. Roll once on the tables below for the characters' group and once for each individual.

Psychic Storm Encounters

Location Effect, Travelers in Physical Form

d%	Effect
01–40	Arrived aboard *Astral Sojourner*
41–60	Diverted; try again in 1d6 hours
61–80	Blown off course; try again in 3d10 hours
81–100	Sent through random color pool; see Table 5–1: Random Color Pools, in *Manual of the Planes*.

Location Effect, Travelers in Astral Form

d%	Effect
01–40	Arrived aboard *Astral Sojourner*
41–60	Diverted; try again in 1d6 hours
61–80	Blown off course; try again in 3d10 hours
81–95	Silver cord takes 2d10 points of damage, then traveler diverted (0as above)
96–100	Silver cord takes 4d10 points of damage, then traveler blown off course (as above)

Mental Effects

d%	Effect
01–40	Stunned for 1d6 minutes (no saving throw)
41–50	Confused, as *confusion* spell, for 3d8 minutes (Will DC 20 negates)
51–60	Unconscious for 1d10 hours (Fort DC 20 negates)
61–80	Fear, as *fear* spell, for 2d10 minutes (Will DC 20 negates)
81–90	Feebleminded, as *feeblemind* spell, for 2d10 hours (Will DC 20 negates)
91–95	Pain, as *symbol of pain,* for 2d10×10 minutes (Fort DC 25 negates)
96–100	Insanity, as *insanity* spell (Will DC 25 negates)

Subsequent Encounters: Once the characters have steered the *Astral Sojourner* clear of the psychic storm, there is a 20% chance that the *Sojourner* will find its way back into another psychic storm. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You treat all destinations on the Astral Plane as being one step more familiar than they normally are. Areas you have studied carefully become "very familiar" to you, areas you have seen casually are considered to have been "studied carefully," and so on. (The best result you can get, however, is "very familiar.")

Recharge Condition: Pilot the *Astral Sojourner* safely out of the psychic storm. This requires a DC 25 Profession (sailor) check and can be attempted once per hour. If the check fails, the character can try again in 1 hour. For each hour, roll once on the Mental Effects table, above, for each person aboard the ship.

Higher-Order Ability: Once per day, you can summon a small contingent of githyanki—the *Sojourner*'s original crew—to aid you, either in battle or in handling a ship. The crew, consisting of one 5th-level githyanki fighter, two 3rd-level githyanki fighters, and ten 1st-level githyanki warriors, remain until the battle is over or the character's ship is out of danger, then vanish. They each have maximum ranks in Profession (sailor)—4 ranks for the captain, 3 ranks for the two mates, and 2 ranks for the crew (it's a cross-class skill for these classes)—and either perform any task that needs doing on a ship or aid a character already performing the task. Though they understand the characters' language, no matter what tongue the characters speak, the githyanki do not speak themselves.

Higher-Order Uses: 2.

The Breath of Threphocris

In the secret hollows of the petrified body of a dead god lost on the Astral Plane, sparks of power yet remain. The forgotten deity Threphocris contains many such hollows, though not all connect to one another. One long tunnel holds a forest of crystal stalagmites and stalactites strung with pearly ectoplasm. A wind comes from nowhere and seemingly goes nowhere, but it cools the long tunnel as if a breeze on an otherwise too-warm summer day.

(All the hollows within Threphocris appear to be naturally formed caverns of gray stone covered with a thin crystalline lattice, like a geode. Pale, wispy-white ectoplasm drifts through the caverns, ephemeral and essentially harmless. The floating milky strands and gossamer draperies lend the caves an otherworldly quality. The ectoplasm is sensitive to psionic energy and is naturally pushed out of any square occupied by any creature that manifests a psionic power or has innate psionic spell-like abilities.)

Location: The petrified body of Threphocris, which drifts through the Astral Plane.

Illus. by A. Sweket

Initial Encounters: Roll on the Threphocris encounter table when the characters visit the site for the first time, or for the first time in over a year.

Threphocris Encounters

d%	Encounter
01–10	5 1st-level githyanki warriors
11–50	10 1st-level githyanki warriors
51–75	1 very young red dragon and 3 1st-level githyanki warriors
76–97	1 young red dragon and 1 1st-level githyanki warrior
98–100	Githyanki mageknife (see below)

Subsequent Encounters: Once the characters clear the site, on subsequent visits the chance of an encounter is only 30%. If the PCs fail to visit the location for more than six months, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +1 insight bonus on Wisdom-based skill checks.

Recharge Condition: Stay within the tunnel hollow for at least 1 hour, breathing in the lost breath of Threphocris.

Higher-Order Ability: Once per day, you can breathe forth a cone of air that is charged with positive energy. The cone can be as short as 10 feet or as long as 60 feet. This cures 1d8+9 points of damage to all creatures in the cone or deals the same to undead, though they may attempt a Will save (DC 15 + your Wis modifier) for half damage.

Higher-Order Uses: 3.

Githyanki Mageknife: Githyanki wizard 5/fighter 6; CR 13; Medium humanoid (extraplanar); HD 6d10+6 plus 5d4+5; hp 61; Init +1; Speed 40 ft. (base 30 ft.); AC 24 (+1 Dex, +5 +2 *studded leather*, +4 *shield* spell, +4 *mage armor* spell), touch 16, flat-footed 23; Base Atk +8; Grp +8; Atk +13 melee (2d6+5/17–20, +2 *keen greatsword*); Full Atk +13/+8 melee (2d6+5/17–20, +2 *keen greatsword*); Space/reach 5 ft./5 ft.; SA psionics, spells; SQ darkvision 60 ft., psionics, SR 16; AL LE; SV Fort +8, Ref +7, Will +7; Str 15, Dex 12, Con 12, Int 16, Wis 10, Cha 8.

Skills and Feats: Concentration +8, Craft (weaponsmithing) +8, Jump +11, Knowledge (arcana) +9, Knowledge (the planes) +9, Listen +6, Ride +8, Spellcraft +13, Spot +6; Alertness, Brew Potion, Craft Magic Arms and Armor, Combat Expertise, Improved Trip, Mounted Combat, Lightning Reflexes, Quick Draw, Scribe Scroll, Weapon Focus (greatsword).

Psionics (Sp): At will— *clairaudience/clairvoyance, daze* (DC 9), *mage hand*; 3/day—*blur, dimension door, telekinesis* (DC 14); 1/day—*plane shift* (DC 16). Caster level 11th; save DC 9 + spell level.

Wizard Spells Prepared (4/4/3/2; arcane spell failure 15%): 0—*detect magic, open/close, read magic, resistance;* 1st—*magic missile* (2), *mage armor, shield*; 2nd—*invisibility, resist energy, see invisibility;* 3rd—*fireball* (DC 16), *slow* (DC 16).

Possessions: +2 studded leather armor, +2 keen greatsword, cloak of resistance +1, boots of striding and springing, pearl of power (1st).

The Catalogues of Enlightenment

Resting on its own separate cog on the Clockwork Nirvana of Mechanus, the Fortress of Disciplined Enlightenment is teeming with clerks, functionaries, legal aides, translators, mathematicians, philosophers, and bureaucrats who have made it their goal to learn each and every law of the cosmos. Their stronghold contains seemingly endless stacks of books and tomes, manuals and librams, each discussing or explaining some facet of natural or universal law—in effect, the source code of the multiverse. Once they have collated all of these laws, these mortal researchers believe, they will hold the very same power of the deities who originally created the multiverse.

Location: The Fortress of Disciplined Enlightenment on the Clockwork Nirvana of Mechanus.

Initial Encounters: Roll on the Catalogues of Enlightenment encounter table when the characters visit the site for the first time, or for the first time in over a year. The functionaries of the fortress do not mind allowing seekers of knowledge access to the libraries, but they are adamant that only the most learned and wise should gain access to the fortress's greatest secrets, such as the higher-order abilities granted by the Catalogues. Thus, whoever seeks access must debate the nature of the multiverse with a philosopher. If the supplicant can defeat the philosopher in an opposed Knowledge check (see below for the subject), the character can gain access. The philosopher, an 8th-level expert, has a total skill modifier of +18 in the indicated Knowledge field.

Catalogues of Enlightenment Encounters

d%	Debate Subject
01–25	Knowledge (arcana)
26–50	Knowledge (nature)
51–75	Knowledge (religion)
76–100	Knowledge (the planes)

Subsequent Encounters: Once admitted to the Catalogues, a character need not debate a philosopher again unless a year has passed between visits. The debate at that point is largely a question of new procedures, rather than any particular doubt as to the character's knowledge. A character who loses the debate is shown outside, along with his companions, and not allowed to return for six months.

Base Ability: Choose a cleric domain; you gain the granted power of that domain.

Recharge Condition: A character who desires to recharge his planar touchstone higher-order ability at the Catalogues of Enlightenment has three options:

- Add to the body of knowledge in the Catalogue by spending 1d4 weeks writing a detailed account of her activities since her last visit.

- Spend 1d4 weeks indexing books in the Catalogue.
- Track down an error in the Catalogue. Once per day, make a DC 25 Intelligence check to uncover a translation error, misplaced decimal, mathematical anomaly, or so forth. You may take 20 on this check (requiring 20 days).

Higher-Order Ability: Once per day, you may cast a spell from the cleric domain you have chosen, as though you had prepared the spell normally. You must be of sufficient character level to cast the spell and have a Wisdom equal to 10 + the spell's level.

Higher-Order Uses: 3.

The Silent Temple

In the steaming jungles of Smargard, a massive temple lies nestled in the forking branches of a vast tree, so high up that the ground (if any exists) cannot be seen. All around is the susurrus of the jungle, with occasional shrill cries or harsh growls of prey and predator. Inside the great temple, all is deadly quiet, and the structure seems deserted. But lurking in its labyrinthine depths, the children of Merrshaulk, the yuan-ti deity, slither through ancient passageways and perform rites that even their own god has forgotten.

Location: Smargard, one of the layers of the Infinite Layers of the Abyss.

Initial Encounters: Roll on the Silent Temple encounter table when the characters visit the site for the first time, or for the first time in over a year. Any yuan-ti that are encountered attempt to thwart the characters from fulfilling the recharge conditions of the Silent Temple's higher-order ability, waiting until the characters are preoccupied before striking.

Silent Temple Encounters

d%	Encounter
01–10	Fusillade of greenblood oil darts[1]
11–30	Well-camouflaged pit trap[1]
31–50	Deathblade wall scythe[1]
51–70	Insanity mist vapor trap[1]
71–85	5th-level yuan-ti pureblood ranger
86–97	3rd-level yuan-ti halfblood wizard
98–100	1st-level yuan-ti abomination cleric

1 These traps are detailed on page 73 of the *Dungeon Master's Guide*.

Subsequent Encounters: Once the characters defeat a trap, there is a 50% chance that yuan-ti arrive and reset or replace it. If the characters defeat the yuan-ti, there is a 20% chance that more yuan-ti arrive to take their place before the characters return. If the PCs fail to visit the location for more than a year, they must roll for temple encounters as if they had never visited the site.

Base Ability: You gain a +2 competence bonus on Move Silently checks, and you gain a +5 circumstance bonus on Hide checks made in heavily wooded settings (including jungles).

Recharge Condition: Find and retrieve a citrine (worth 50 gp) in a 20-foot-by-20-foot pit filled with venomous snakes, enduring 1d4+4 attacks per round from (roll d6) a Small viper (1–3), a Medium viper (4–5), or a Large viper (6). Finding the citrine requires a DC 25 Search check, though magical means can suffice. The citrine must then be placed in a bowl of similar gemstones at an idol farther inside the temple.

Higher-Order Ability: Once per day, you can polymorph yourself into a viper of your same size category. This transformation lasts for 1 minute per your character level, or until you choose to change back to your natural form.

Higher-Order Uses: 4.

The Stormvault

Controlling the weather on the two layers of the Peaceable Kingdoms of Arcadia are four once-mortal beings now known as the Storm Kings: Rain, Wind, Lightning, and Cloud. Each dwells in a mighty castle, arranged precisely at equidistant points around Arcadia's Orb of Day and Night, and from here they work together to provide just the right mixture of rain and shine for all of Arcadia. The one place they share together is the Stormvault, a great subterranean cistern containing the power of the storms. Each of the Storm Kings visits the Stormvault from time to time, withdrawing power when particularly large atmospheric phenomena are called for, or returning power when a storm has run its course. And though they are precise in their measurements, even beings as powerful as the Storm Kings cannot be everywhere, especially on the infinite layers of Abellio and Buxenus. Thus, the Storm Kings reward those who aid them in their duties—everything from rounding up stray air elementals to controlling the winds and calling the lightning from the skies and back into the vault.

Location: The Peaceable Kingdoms of Arcadia.

Initial Encounters: Roll on the Stormvault encounter table when the characters visit the site for the first time, or for the first time in over a year. Air elementals in the vicinity of the Stormvault are stray powers of the Storm Kings, who would not appreciate their destruction. An arrowhawk, on the other hand, has wandered in from the Elemental Plane of Air and become curious about the power contained in the Stormvault.

Stormvault Encounters

d%	Encounter
01–40	4 Medium air elementals
41–65	2 Large air elementals
66–90	1 Huge air elemental
91–100	1 elder arrowhawk

Subsequent Encounters: Bits of the Storm Kings' power are always getting loose or wandering back to the Stormvault after doing their work on the layers of Arcadia. Every time the characters return to the Stormvault, roll a new encounter as though it was their first visit.

Base Ability: Add +1 to the DC for all saving throws against any spells you cast that deal with rain, wind, lightning, or clouds.

Recharge Condition: Stand upon the Stormvault and cast *call lightning*, *fog cloud*, *gust of wind*, *sleet storm*, or *ice storm*.

Higher-Order Ability: Choose one of the four Storm Kings. Once per day, you can cast *control weather* to create weather conditions associated with that king, depending on the climate and season in your current environment.

- Rain: Sleet storm (spring), torrential rain or hailstorm (summer), sleet (autumn), or snow (winter);
- Wind: Tornado (spring), gentle breezes (summer), chill winds (autumn), or freezing winds (winter);
- Lightning: Thunderstorm (spring, summer, or fall) or blizzard (winter);
- Cloud: Hot weather (spring), humidity (summer), fog (spring or autumn), or frigid cold (winter).

The conditions you create last for 4d12 hours, or until you activate this ability again and change the weather. You may choose a different Storm King each time you recharge this higher-order ability.

Higher-Order Uses: 2.

Widow's Walk

Nestled in a quiet corner of Lolth's Demonweb Pits is a high spire draped all about with webs. Atop this spire, a pair of glittering black opals sits at each of the four corners. Throughout the webs climb thousands of black widow spiders of all different sizes, paying their own special homage to their Spider Queen. Those who clamber up the webbing to clear the webs from the opals—and thus, be seen by the spire's "eyes"—are granted special favors.

Location: The Demonweb Pits, the 66th layer of the Infinite Layers of the Abyss.

Initial Encounters: Roll on the Widow's Walk encounter table when the characters visit the site for the first time, or for the first time in over a year.

Widow's Walk Encounters

d%	Encounter
01–25	8 Large monstrous spiders
26–60	1 Huge monstrous spider and 2 Large monstrous spiders
61–80	2 Huge monstrous spiders
81–95	1 Gargantuan monstrous spider
96–100	2 driders

Subsequent Encounters: The Demonweb Pits have no shortage of spiders. On every subsequent visit, roll a new encounter.

Base Ability: You gain a +2 competence bonus on Climb skill and add +10 feet to your climb speed.

Recharge Condition: Climb 200 feet up the webs of the spire and clean each of the black opals, enduring 1d6+6 attacks per round from (roll 1d6) a Small monstrous spider (1–3), a Medium monstrous spider (4–5), or a Large monstrous spider (6).

Higher-Order Ability: Once per day, you can either *spider climb* as the spell or cast *web* as the spell. In either case, use your character level as the caster level.

Higher-Order Uses: 6.

Encounter Level 9 Sites

Echolost

Where no tunnels reach, there can be found the closed cavern of Echolost. Vast in size, echoes chase each other across the wide space for eternity. Some are so complex that they may be considered creatures in their own right, though they could not exist outside the space of Echolost. One side of the cavern in particular, known as the Wall of Echoes, is special. It appears as a flat black expanse of dense, rocklike material. It absorbs any sound that falls upon it, then once again emits that sound minutes, hours, days, or sometimes many years later. Sages sometimes come here just to listen to the wall, hoping to hear whispers of knowledge long lost. The other major feature of the cavern, the Earthpool, is a basin of dust so fine that it appears to be liquid, though woe to those who mistake the pale dust for water.

Location: The Elemental Plane of Earth.

Initial Encounters: Roll on the Echolost encounter table when the characters visit the site for the first time, or for the first time in over a year. If an eartheurge is encountered, it is attempting to establish (or has established) a lair.

Echolost Encounters

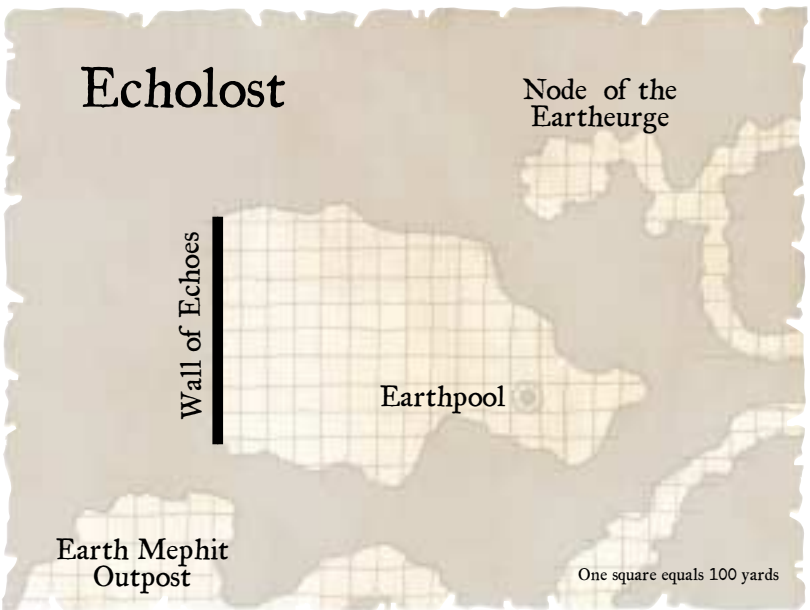
d%	Encounter
01–10	6 earth mephits
11–50	1 greater earth elemental
51–75	2 Huge earth elementals
76–97	4 Large earth elementals
98–100	1 eartheurge (see below), 4 earth mephits, and 1 Large earth elemental

Subsequent Encounters: Once the characters clear the site, on subsequent visits the chance of an encounter is only 10%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +2 bonus on saving throws you make while in a subterranean environment (or while on the Elemental Plane of Earth). Furthermore, you gain a +1 bonus on your Hide, Move Silently, Search, and Spot checks while in a subterranean environment or on the Elemental Plane of Earth.

Recharge Condition: Chisel a stone from the Wall of Echoes.

Higher-Order Ability: Once per day for a period of 1 minute per character level, you gain the ability to burrow through dirt at a speed of 20 feet and through rock at a



speed of 5 feet. You cannot charge or run while burrowing. You do not leave behind tunnels that other creatures can use because the material you tunnel through fills in behind you, but you can bring one other creature with you ahead of the fill whose size is equal to or smaller than your own.

Higher-Order Uses: 5.

Eartheurge: Earth elemental sorcerer 9; CR 12; Large elemental (earth, extraplanar); HD 4d8+12 plus 9d4+27 plus 3; hp 85; Init –1; Speed 20 ft.; AC 24 (–1 Dex, +9 natural, +4 *mage armor*, +2 *ring of protection*), touch 9, flat-footed 22; Base Atk +7; Grp +7; Atk +7 melee (1d8, slam); Full Atk +7/+2 melee (1d8, slam); Space/reach 5 ft./5 ft.; SA earth mastery, push, spells; SQ darkvision 60 ft., earth glide, elemental traits; AL N; SV Fort +10, Ref +5, Will +9; Str 10, Dex 8, Con 17, Int 10, Wis 11, Cha 18.

Skills and Feats: Concentration +9, Listen +7, Search +2, Spellcraft +9, Spot +6; Iron Will, Lightning Reflexes, Toughness, Spell Penetration, Craft Wand.

Earth Mastery (Ex): An earth elemental gains a +1 bonus on attack and damage rolls if both it and its foe are touching the ground. If an opponent is airborne or waterborne, the elemental takes a –4 penalty on attack and damage rolls. (These modifiers are not included in the statistics block.)

Push (Ex): An earth elemental can start a bull rush maneuver without provoking an attack of opportunity. The combat modifiers given in Earth Mastery, above, also apply to the elemental's opposed Strength checks.

Earth Glide (Ex): An earth elemental can glide through stone, dirt, and almost any other sort of earth (except metal) as easily as a fish swims through water. Its burrowing leaves behind no tunnel or hole, nor does it create any ripple or other signs of its presence. A *move earth* spell cast on an area containing a burrowing earth elemental flings the elemental back 30 feet, stunning the creature for 1 round unless it succeeds on a DC 15 Fortitude save.

Sorcerer Spells Known (6/7/7/7/5): 0—*dancing lights, daze, detect magic, ghost sound, mage hand, ray of frost, read magic, resistance;* 1st—*cause fear* (DC 15), *mage armor, magic missile, obscuring mist, sleep* (DC 15); 2nd—*blur, flaming sphere* (DC 16), *invisibility, spectral hand;* 3rd—*dispel magic, lightning bolt* (DC 17), *vampiric touch;* 4th—*ice storm, stoneskin.*

Possessions: +2 *ring of protection, wand of icestorm* (10 charges).

The Metacube

Nearly hidden among the buildings, arches, and doorways of Sigil sits a cube, 10 feet on a side and composed entirely of mithril. Unlike practically every other structure in the city, this cube has no doors, windows, or other portals. It's simply a solid block of metal with no filigree or adornments—with one bizarre exception.

Anyone who looks at the cube long enough will see what at first appears to be a shadow or reflection moving across its surface. Closer inspection will reveal that this is actually a sequence of numbers and letters that carve themselves into the mithril—a great equation that progresses across the face of the cube. The equation develops, moving at about an inch per second. It extends about 4 feet long, with the tail end constantly melting back into smooth mithril as the front end continues to build. It does not move in a straight line, curving from time to time for no fathomable reason, and occasionally splitting in two (or more) with each mini-equation following a different path for a while before they meet and rejoin a few minutes later.

One of the most interesting qualities of the equation is that it can be stopped. If someone puts a hand or other living body part in its path, the series of numbers and symbols stop their progression. (Unliving material has no effect on the equation.) Once stopped, the only way to get it going again is for someone to use a knife or other sharp instrument to carve out the next three numbers or symbols in the equation, after which the process will continue on its own again.

Scholars know that the equation is part mathematics, part arcane notation, and part divine symbology, but they cannot be certain what it means. Most believe that it is an academic notation for the state of the multiverse at that particular moment. They say that the secrets of reality can be found if one studies the equation long enough. So far, however, no one has come up with the answer.

Location: The city of Sigil, floating above the Spire in the center of the Outlands.

Initial Encounters: Roll on the Metacube encounter table when the characters visit the touchstone for the first time, or for the first time in over a year.

Metacube Encounters

d%	Encounter
01–18	1d3+2 hound archons
19–32	1 half-celestial 6th-level dwarf bard
33–58	1d4 formian taskmasters
59–83	3 erinyes
84–100	2 leonals

Subsequent Encounters: Once the characters establish themselves in the area, on subsequent visits the chance of an encounter is only 25%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +2 bonus on Knowledge (architecture and engineering) checks.

Recharge Condition: Stop the equation, then restart its progress by carving the next three symbols yourself. This requires a DC 15 Intelligence check or a DC 25 Knowledge (the planes) check.

Higher-Order Ability: Once per day as a full round action, you can improve the sturdiness and durability of one building, piece of sculpture, piece of furniture, or other constructed object. To do this, you must spend the full round touching the object in question. At the end of that period, the object gains a number of hit points equal to your character level, which may make the object better than new, even more sturdy than when it was first constructed.

Higher-Order Uses: 2.

The Spire of Thorns

The sprawling forests of Arvandor, topmost layer of the Olympian Glades of Arborea, are home to a nearly infinite number of different plants, trees, and shrubs. Far from Corellon's Court, or indeed any settlement, in a stretch of woods that grows so thick that the sun never reaches the forest floor, a single, poisonous bramble has grown so tall and strong that it has become a tower whose top fairly scrapes the canopy of leaves overhead.

Called the Spire of Thorns by the elves of Arvandor, this tower has become a way that foresters, rangers, barbarians, and other folk who relish the wild life use to prove their mettle. They climb the tower barehanded while wearing only a light tunic. The spire's thorns are coated in a poison that addles the wits and dulls the senses, but completing the task is said to toughen the body against all toxins.

Location: Arvandor, the topmost layer of Arborea.

Initial Encounters: Roll on the Spire of Thorns encounter table when the characters visit the site for the first time, or for the first time in over a year. The elf barbarian is there to test his mettle by climbing the spire. The elf may be friendly or antagonistic, at the DM's discretion.

Spire of Thorns Encounters

d%	Encounter
01–18	1d6+3 dire wolves
19–32	1 treant
33–58	9th-level elf barbarian
59–83	1 Colossal monstrous spider
84–100	4 9th-level elf barbarians

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 10%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +2 bonus on saves against poison.

Recharge Condition: Climb to the top of the spire. This requires a successful DC 20 Climb check; you may take 10 on this check, but you may not take 20. Each attempt inflicts 1d6 points of damage. If the Climb check fails, you must succeed on a DC 14 Fortitude saving throw or fall prey to the bramble's poison. The poison has an initial damage of 1 point of Wisdom and a secondary damage of 1 point of Dexterity.

Higher-Order Ability: You gain the ability to cast *neutralize poison* on yourself once per day. The spell functions as if cast by a 15th-level ranger.

Higher-Order Uses: 5.

Yondalla's Teeth

Amid the ever-changing chaos of Limbo is an area where a jumble of alabaster boulders and rocks tumbles through the miasma, crashing into one another and anything else in its way. The boulders seem to be drawn to a central point of gravity. More than anything, they look like a great maw of teeth chewing up everything in their path.

This phenomenon is just a part of the unpredictable nature of Limbo—the lawful good goddess Yondalla has nothing to do with it. The place earned its name because acrobats and tumblers from all over the multiverse travel to the Teeth in order to hone their prowess at avoiding injury even in the most chaotic of circumstances. A disproportionate number of these visitors are halflings, and so it became widely, albeit erroneously, supposed that their goddess had something to do with it.

Every round that a character spends inside Yondalla's Teeth, she takes 2d6 points of damage. A successful DC 15 Reflex save halves the damage.

Location: Limbo.

Initial Encounters: Roll on the Yondalla's Teeth encounter table when the characters visit the site for the first time, or for the first time in over a year. The rogues are there to test their skills inside Yondalla's Teeth and may be friendly or antagonistic as the DM prefers.

Yondalla's Teeth Encounters

d%	Encounter
01–12	1 hellcat
13–27	3d6 formian workers
28–56	1d4 7th-level human rogues
57–81	1 devourer
82–100	Celestial 12th-level halfling rogue

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 10%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +1 bonus on Spot checks.

Recharge Condition: Spend a number of rounds equal to half your character level, rounded down, inside Yondalla's Teeth.

Higher-Order Ability: Once per day as a move action, you can gain a +4 dodge bonus to your Armor Class for a number of rounds equal to half your character level, rounded down.

Higher-Order Uses: 5.

A planetar in the Cavern of the Self

ENCOUNTER LEVEL 10 SITES

The Cavern of the Self

In the stygian depths of Pandemonium is a cavern where the plane's eternal winds have eroded the walls to the point that they are as smooth as glass. In fact, every surface in the cave reflects light like a mirror. However, the chaotic nature of the plane makes this more than a place for mere vanity.

When a creature enters the Cavern of the Self, he sees himself reflected hundreds, perhaps thousands, of times. (Part of the magic of the cave is that no matter how many creatures are in the cave simultaneously, each one sees only reflections of himself.) Each reflection, though, is slightly different. Each one shows the viewer at a different stage in his life or in the grips of a different emotion, and no two reflections are identical.

Somewhere in the jumble is a reflection of how the creature is at that moment in time. It is said that if one can find and concentrate on the true reflection, he will gain a great insight into himself and his relationships with all other creatures.

As in a carnival's hall of mirrors, all the reflections make it difficult to move around in the Cavern of the Self. Anyone within the cave takes a –4 penalty on all attack rolls, Reflex saving throws, and Dexterity-based skill checks. Creatures that do not rely on eyesight, or those with the blindsense special quality, have immunity to this effect. Likewise, a character may choose to close his eyes while in the cave, taking all the penalties associated with that action.

Location: Pandesmos, the first layer of Pandemonium.

Initial Encounters: Roll on the Cavern of the Self encounter table when the characters visit the site for the first time, or for the first time in over a year.

Cavern of the Self Encounters

d%	Encounter
01–15	1 half-fiendish medusa
16–35	1 gray slaad
36–60	2 mind flayers
61–80	1 death slaad
81–100	Squad of githyanki

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 10%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Illus. by J. Pavelec

Base Ability: You gain a +1 bonus on all Bluff checks.

Recharge Condition: Stand in the Cavern of the Self and locate the reflection of your current self. This requires a successful DC 20 Will saving throw. Each attempt takes a number of minutes equal to 20 minus your total Will saving throw score (minimum 1).

Higher-Order Ability: Once per day, you may cast *charm monster* as if you were a 10th-level wizard.

Higher-Order Uses: 4.

Oxyrhynchus

In the midst of an infinite desert is a ruined city, buried below the shifting sands, but sometimes revealing itself in small part in the aftermath of a windstorm. Once it had enclosing walls miles long, with five mighty gates; colonnaded streets, each a mile long, connecting to the central square; a coliseum with seating for thirty thousand people; and a grand temple to a long-forgotten, jackal-headed deity. On one side were quays, and on the other, a great road led up to the desert and camel-routes to the oases and gates off-plane. All around lay small farms and orchards, irrigated by an annual flood. Most of the city has been worn away, but in the center square of Oxyrhynchus, a stone pyramid still stands, its lines sharp, brooding silently over the ruin all around.

Inside, if one can bypass the traps, is a domed chamber. On the ceiling of this large room, luminescent stars are painted, still bright after thousands of years. Someone standing in the center of this chamber may invoke great power from ancient days.

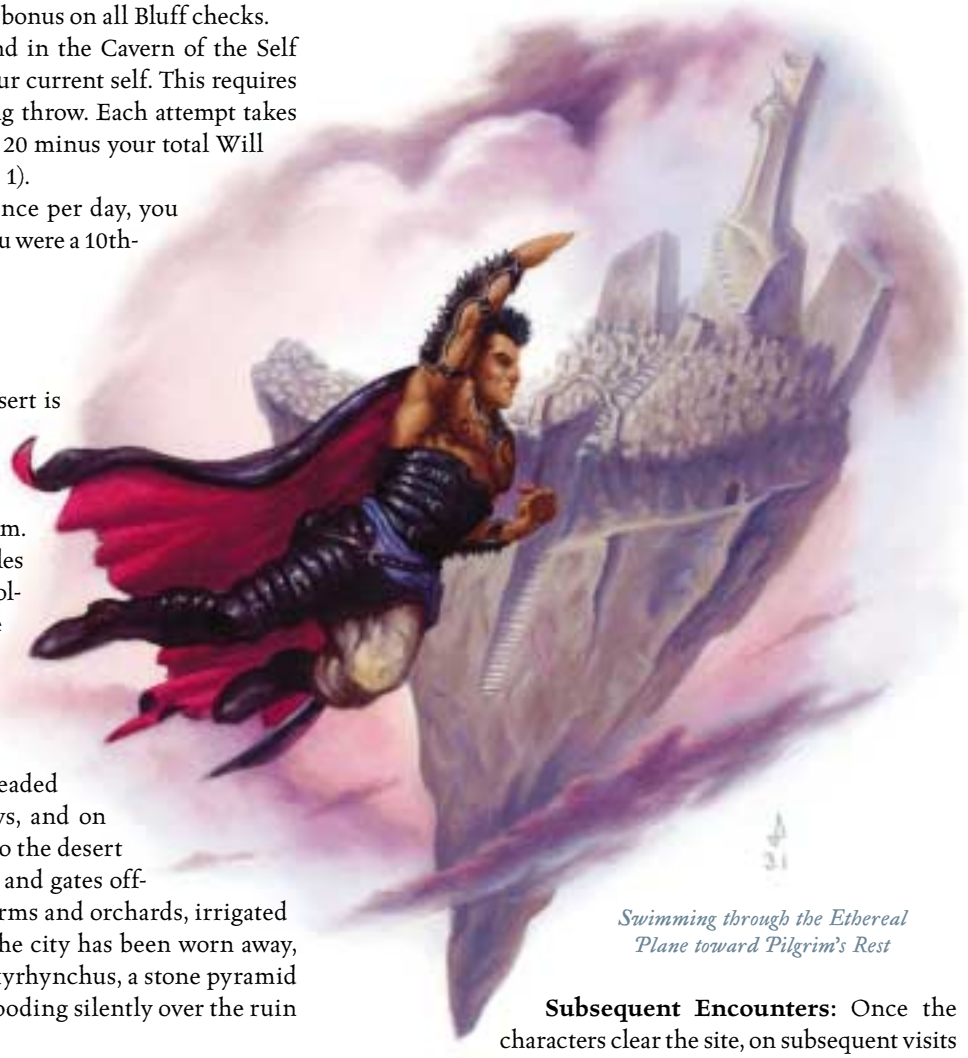
Location: Demiplane.

Initial Encounters: Roll on the Oxyrhynchus encounter table when the characters visit the site for the first time, or for the first time in over a year. Traps are reset by creatures that come to inhabit the pyramid, or the traps reset themselves, sometimes in new, previously clear locations. Such is the power of the site.

Oxyrhynchus Encounters

d%	Encounter
01–10	Wide-mouth spiked pit with poisoned spikes (CR 9)[1]
11–50	Crushing room (CR 10)[1]
51–75	*Wail of the banshee* trap (CR 10)[1]
76–97	2 dark nagas
98–100	1 iron golem (with jackal head)

1 These traps are described on pages 73–74 of the *Dungeon Master's Guide*.



Illus. by J. Pavelec

Swimming through the Ethereal Plane toward Pilgrim's Rest

Subsequent Encounters: Once the characters clear the site, on subsequent visits the chance of an encounter is only 40%. If the PCs fail to visit the location for more than six months, they must roll for encounters as if they had never visited the site. Traps change their places, so maps are not always accurate.

Base Ability: Choose a weapon with which you are proficient. If you can catch an opponent when he is unable to defend himself effectively from your attack (i.e., flat-footed) with your chosen weapon, you can make an additional free attack at your base attack bonus –5. You can make this extra attack during any round that you can make multiple attacks, but only with your chosen weapon type. This means that if you are of a high enough level to make additional attacks (you have at least a +6 or higher base attack bonus), you could make two additional attacks at your base attack bonus –5.

Recharge Condition: Hold forth your chosen weapon and recite a string of ancient words inscribed around the periphery of the dome. Doing this takes at least 2 minutes and involves calling on "the sentinel of Oxyrhynchus to energize the implement of guardianship."

Higher-Order Ability: Once per day, you can call up the power stored in the weapon you charged at the center of

Oxyrhynchus. The weapon is now considered a consumptive weapon (a new weapon special ability introduced in Chapter 4) and for 10 rounds, the weapon is sheathed in light-sucking negative energy. The energy does not harm the wielder. A consumptive weapon deals an extra 1d6 points of damage on a successful hit. Bows, crossbows, and slings so crafted bestow the energy upon their ammunition.

Higher-Order Uses: 4.

Pilgrim's Rest

Pilgrim's Rest is a graveyard on both the Material Plane and the Ethereal Plane. On the Material Plane, it is a pauper's field where the bodies of those who could afford no comfort or solitude in life find eternal rest under similar conditions. Mass graves are the norm, and remains are rarely laid in restful repose—they are generally thrown into the earth haphazardly. What's more, murderers often use the field as a convenient place to hide the evidence of their handiwork.

On the Ethereal Plane, the spirits of those who cannot or refuse to go on to their eternal rest linger. Some are eternally bound to the spot where their body lies. Others have no idea who killed them, and so have no idea where to go in search of revenge. Still others simply feel that they have unfinished business in the world of the living but have no place other than this from which to center their activities and no way to communicate with the living to get their final affairs in order.

Pilgrim's Rest is one of the most profoundly sorrowful places in the multiverse. Sadness permeates both the Material and Ethereal sides of the location. From time to time, however, an altruistic soul comes here for the express purpose of easing another's pain. Through magic or psionics, she discovers a simple task that one of the departed souls needs performed and acts as a proxy for that tortured spirit, hopefully allowing it to leave its former life behind and move on to its next level of existence.

Location: The Material Plane and the Ethereal Plane.

Initial Encounters: Roll on the Pilgrim's Rest encounter table when the characters visit the site for the first time, or for the first time in over a year. Some of the spirits in Pilgrim's Rest are malevolent, while others are peaceful. The DM may decide the specific temperament and goals of whatever creature the characters encounter.

Pilgrim's Rest Encounters

d%	Encounter
01–12	1d3 ghosts, 5th-level human fighters
13–33	1 succubus
34–61	1d3 ghost trolls
62–88	1d8 phase spiders
89–100	1 ethereal 15th-level wizard

Subsequent Encounters: Once the characters have established their presence in the area, on subsequent visits the chance of an encounter is only 50%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a permanent connection to the Ethereal Plane. Because of this, whenever you are on the Material Plane, you gain a +1 bonus to your Armor Class.

Recharge Condition: Perform a simple task (pass a message to a loved one, fix a broken window, and so on) for one of the spirits in Pilgrim's Rest. The DM may determine the exact nature of this task, but it should not take more than half a day to accomplish, nor should it require combat.

Higher-Order Ability: Once per day, you gain the benefits of *ethereal jaunt* for a number of rounds equal to your character level.

Higher-Order Uses: 2.

The Valley of Thunder

Among the rolling hills of Brux, the second layer of the Wilderness of the Beastlands, is a valley that is home to the massive reptiles known as dinosaurs. On most worlds, dinosaurs ruled the land until the rise of dragons or until some natural calamity culled their numbers enough to allow a humanoid race to flourish. In the Valley of Thunder, though, they remain the undisputed masters, and any creature that knows what's good for itself will give the ancient lizards as wide a berth as possible.

Not all the dinosaurs are dangerous, of course. Some are carnivorous and some are vegetarian, but like most animals, they want nothing more than to live out their lives following nature's simple requirements—eating, sleeping, and mating at the appropriate times. But being as big as they are, dinosaurs can cause trouble for smaller creatures in many unintended ways. And, of course, the great hunters, such as the Tyrannosaurus, consider anything that moves to be a potential meal.

Location: Brux, the second layer of the Beastlands.

Initial Encounters: Roll on the Valley of Thunder encounter table when the characters visit the site for the first time, or for the first time in over a year.

Valley of Thunder Encounters

d%	Encounter
01–17	2d4+2 deinonychus
18–43	1 tyrannosaurus
44–68	1d6+3 megaraptors
69–89	1d4+1 tyrannosaurus
90–100	2d4 triceratopses

Subsequent Encounters: On subsequent visits, the chance of an encounter is only 25%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +1 bonus to your Armor Class.

Recharge Condition: Find a bone or tooth from a freshly killed dinosaur (one that has been dead for no more than a week), grind it into a powder, and sprinkle the powder over your head.

Higher-Order Ability: Once per day as a full-round action, you can cause your skin to harden into a dinosaurlike armor plating. This provides you with damage reduction 5/magic for a number of rounds equal to your character level.

Higher-Order Uses: 4.

ENCOUNTER LEVEL 11 SITES

The Breaching Obelisk

In one of the many nameless demiplanes, there stands a single squat metallic obelisk carved with many faded runes whose meanings are obscure, or perhaps without meaning. The four-sided obelisk (60 feet by 60 feet by 97 feet high) is forged of astral driftmetal (see Chapter 4: Equipment and Magic Items). In addition to serving as a planar touchstone, the Breaching Obelisk and its environs commonly breach on extraplanar and Material Plane locations (see Planar Breaching in this chapter), according to a complicated schedule. The demiplane that contains the Breaching Obelisk is only about 1,000 feet in radius. It has all the traits of the Material Plane, plus one additional trait that usually leaks into the destination plane when breaching occurs: wild magic.

The breaching schedule is somehow controlled by the obelisk itself. The DM may determine his own schedule, or use this: The obelisk visits one location on each of the planes of the Dungeons & Dragons cosmology, one every other day, for a breach duration of 1 day each. Those who succeed on a DC 40 Knowledge (the planes) check can choose the destination plane and intraplanar location if allowed 8 hours of uninterrupted concentration while maintaining physical contact with the obelisk prior to a breach.

Location: A demiplane.

Initial Encounters: Roll twice on the Breaching Obelisk encounter table when the characters visit the site for the first time. Because the Breaching Obelisk serves as such a handy way to travel, a wide variety of creatures can be found, sometimes existing in harmony, other times at each other's necks, according to their natures.

Breaching Obelisk Encounters

d%	Encounter
01–15	1d3 noble djinn
16–25	1d3 mind flayers
26–40	1 night hag and 1 nightmare
41–50	1d4 efreet
51–65	1 devourer
66–75	10th-level human cleric and 10th-level goblin rogue
76–90	1 young adult red dragon
91–100	1 astral deva

Subsequent Encounters: The Breaching Obelisk is always collecting new hopeful travelers or those who stumble upon it. Roll twice each time the characters visit the obelisk if more than two days have passed since their last visit.

Base Ability: You gain a +3 competence bonus on Knowledge (the planes) checks.

Recharge Condition: Maintain continuous physical contact with the obelisk for at least 8 hours.

Higher-Order Ability: Once per day, you can instantly enter another time frame, speeding up so greatly that all other creatures seem frozen, though they are actually still moving at their normal speeds. You are free to act for 1 round of apparent time. Normal and magical fire, cold, acid, and the like can still harm you. While you are accelerated, other creatures are invulnerable to your attacks and spells; you cannot target such creatures with any attack or spell. A spell that affects an area and has a duration that is longer than the remaining duration of your temporal acceleration has its normal effects on other creatures once the power ends.

You cannot move or harm items held, carried, or worn by a creature stuck in the standard time frame, but you can affect any item that is not in another creature's possession.

While accelerated, you are undetectable and cannot enter an area of dead magic.

When the acceleration lapses, you are disoriented on your return to the standard time frame. You take a –4 penalty on all attack rolls, saving throws, and skill checks for 2 rounds.

Higher-Order Uses: 2.

The Eye of Gu'n'ragh

The Astral Plane is perhaps the most desolate place in the multiverse, with only a smattering of solid matter, the petrified bodies of dead gods, and the rolling astral winds to disturb the endless silver void. The winds, however, sometimes coalesce into a psychic storm that disturbs the eternal silence, making it impossible for anyone to travel across that particular part of astral space. These storms usually pass relatively quickly, but from time to time, a squall will flare into a psychic tempest that ravages the astral landscape for decades or even centuries.

Tempest Gu'n'ragh is the largest and longest-lived psychic storm ever recorded. It has been raging for well over 2,500 years and shows no signs of abating. During that time, Gu'n'ragh has wandered over a huge area, wreaking damage on dozens of githyanki communities and even shattering the remains of several smaller dead deities.

Although Tempest Gu'n'ragh is incredibly destructive, like a terrestrial hurricane, it whirls around a calm center, known as its "eye." Unlike terrestrial storms, though, a psychic tempest is roughly spherical in shape, so it is impossible to see this eye or approach it from a relatively safe angle. However, some have braved the ravages of the storm to find and enter the eye. They report that it is the most transcendently peaceful place they have ever visited and that they experienced complete clarity of thought and emotion that forever changed their outlooks on life.

Location: The Astral Plane.

Initial Encounters: Roll on the Eye of Gu'n'ragh encounter table when the characters visit the site for the first time, or for the first time in over a year.

Eye of Gu'n'ragh Encounters

d%	Encounter
01–05	1 astral kraken
06–15	1 githyanki mageknife (see Breath of Threphocris touchstone)
16–25	1 devourer
26–40	1d4 efreet
41–55	1 cauchemar (nightmare)
56–85	1d3 mind flayers
86–100	1d3 noble djinn

Subsequent Encounters: On subsequent visits to the site, the chance of an encounter is only 5%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +1 bonus on Will saving throws.

Recharge Condition: Travel through the psychic tempest to reach the Eye of Gu'n'ragh. To find the center requires three successful DC 30 Knowledge (the planes) checks or six successful DC 30 Survival checks. Each time you attempt a check, you must also make a DC 13 Will saving throw. If the saving throw fails, you (or your silver cord) take 1d10 points of damage.

Higher-Order Ability: Once per day, you can use *mind fog* as though you were a 12th-level wizard.

Higher-Order Uses: 3.

Juiblex's Grasp

One part of the Slime Pits is very much the same as any other—a bubbling morass of ooze and sludge dotted here and there with multicolored fungus. Many visitors have difficulty navigating the realm of Juiblex because they cannot tell one place from another, but one area is like no other: Juiblex's Grasp.

Juiblex's Grasp is a shallow bay of slime that completely covers a rich forest of mushrooms. The hidden fungus makes negotiating the passage treacherous, tripping unwary pedestrians. In addition, the flow of the slime is so funneled that in several places vicious riptides and undertows can suck a Medium humanoid several hundred feet away in just a few seconds. Tales speak of seasoned adventurers losing their footing, falling into the slime, and never being seen again.

Location: The Slime Pits, the 222nd layer of the Abyss.

Initial Encounters: Roll on the Juiblex's Grasp encounter table when the characters visit the site for the first time, or for the first time in over a year.

Juiblex's Grasp Encounters

d%	Encounter
01–12	3d6 ooze mephits
13–32	1 greater ooze paraelemental*
33–57	2 gray slaadi
58–73	1 elder ooze paraelemental*
74–100	Thrall of Juiblex (see below)

* From *Manual of the Planes*.

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 10%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +1 bonus on Fortitude saving throws.

Recharge Condition: Submerge your whole body in the slime and pick a mushroom from the bed underneath.

Higher-Order Ability: Once per day, you gain the benefits of *freedom of movement* for a number of minutes equal to ten times your character level.

Higher-Order Uses: 4.

Thrall of Juiblex*: Human monk 8/thrall of Juiblex 8; CR 16; Medium humanoid; HD 8d8+8 plus 8d10+8; hp 96; Init +2; Spd 50 ft.; AC 24, touch 19, flat-footed 19; Base Atk +14; Grp +17; Atk +20 melee (2d6+5/19–20, unarmed strike); Full Atk +19/+19/+14/+9 melee (2d6+5/19–20, unarmed strike); SA *ki* strike (magic), sickening slime, corrosive touch 3/day, summon ooze, contagion 1/day, summon minor demon, corrosive spew, summon pudding; SQ evasion, still mind, slow fall 40 ft., purity of body, wholeness of body, *polymorph*; AL LE; SV Fort +13, Ref +14, Will +15; Str 16, Dex 14, Con 12, Int 8, Wis 16, Cha 10.

Skills and Feats: Escape Artist +13, Hide +13, Intimidate +10, Move Silently +21, Tumble +13; Combat Reflexes, Dodge, Improved Critical (unarmed strike), Improved Disarm, Mobility, Spring Attack, Stunning Fist, Thrall to Demon, Weapon Focus (unarmed strike), Willing Deformity.

Sickening Slime (Ex): A thrall of Juiblex can secrete a slime that forces anyone within 5 feet to make a DC 19 Fortitude save or take a –1 circumstance penalty on attack rolls and skill checks.

Corrosive Touch (Ex): A thrall can secrete a slime that deals an extra 2d6 points of damage with an unarmed attack.

Summon Ooze (Sp): A thrall can summon a patch of green slime, a gray ooze, an ochre jelly, or a gelatinous cube as an 8th-level caster.

Contagion (Su): As the spell, caster level 10th.

Summon Minor Demon (Sp): Any demon of 5 HD or fewer, as a 15th-level caster.

Corrosive Spew (Ex): 30 ft. line, 8d6 points of acid damage, DC 19 Reflex half.

Summon Pudding (Sp): A thrall can summon a black pudding as an 8th-level caster.

Polymorph (Su): At will, as the spell from an 8th-level caster.

Possessions: Amulet of mighty fists +2, monk's belt, bracers of armor +5, boots of speed, ring of protection +2.

* The thrall of Juiblex prestige class originally appeared in *Book of Vile Darkness*. This statistics block should have everything you need to run the encounter.

The Lip of Purity

A river winds its way down the slopes of Mount Clangeddin and across the plains of Abellio, the first layer of the Peaceable Kingdoms of Arcadia. Eventually, this river runs off the edge of the layer to feed into a lake at the center of Buxenus, the

second layer. (While it is true that Abellio has an edge and Buxenus has a center, it is also true that both layers are infinite in size. These are just two of the many seeming contradictions to be found in the boundless reaches of the multiverse.)

Although the river rushes wildly as it approaches the precipice, it becomes calm and tranquil at a spot just before the water plunges over the edge. This location is known as the Lip of Purity, and it is a meditation spot favored by many devotees of law. It is a perfect metaphor, they say, for the way that adherence to the rules of nature provides peace, purity, and protection in even the most dangerous situations.

Location: Abellio, the first layer of Arcadia.

Initial Encounters: Roll on the Lip of Purity encounter table when the characters visit the site for the first time, or for the first time in over a year.

Lip of Purity Encounters

d%	Encounter
01–32	1d6 celestial brown bears
33–47	1 greater water elemental
48–63	3d6 formian warriors
64–90	1 celestial roc
91–100	1 planetar

Subsequent Encounters: Once the characters clear out or establish their presence in the area, on subsequent visits the chance of an encounter is only 10%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +2 bonus to your Armor Class when being attacked by any chaotic creature.

Recharge Condition: Wade into the Lip of Purity while wearing no armor or weapons, and submerge your whole body in the waters.

Higher-Order Ability: Once per day, you can gain a +2 morale bonus on all attacks made against evil creatures. You also deal an extra 2d6 points of damage against chaotic foes. The bonus and the extra damage last for 10 minutes.

Higher-Order Uses: 3.

The Mausoleum of Icy Fear

A cemetery in the Abyss whose graves are carved into the surface of a frozen ocean hosts many mausoleums, gravestones, and buried tombs. In fact, the entire cemetery is actually just part of a far greater necropolis, though it doesn't pay to wander in the greater city, where its warlike legions of retrievers, vampiric giants, and liches rule a greater population of zombies, ghouls, wights, and motionless, decaying corpses. No, better to remain among the towering funeral obelisks, crypt parapets, and icy mausoleums of this corner of the cemetery where the dead are mostly quiet.

Here, a mausoleum carved directly from the icy substrate stands. Its doors, though, are bone panes on which carved glyphs warn away trespassers. Inside is an empty space, a chasm that plunges straight into the icy ocean. No one has ever plumbed its depths. And from these unknown depths issues the icy presence of fear.

Any creature who opens the bone doors is subject to a *fear* spell as cast by a 20th-level caster (DC 30).

Location: The city of Naratyr in the 113th layer of the Abyss.

Initial Encounters: Roll on the Mausoleum encounter table when the characters visit the site for the first time, or for the first time in over a year.

Mausoleum Encounters

d%	Encounter
01–10	1 bodak and 1 spectre
11–50	1 vrock
51–75	2 flesh golems and 1 vampire, 5th-level human fighter
76–97	2 bodaks and 1 spectre
98–100	1 nalfeshnee

Subsequent Encounters: Once the characters clear out the site, on subsequent visits the chance of an encounter is only 40%. If the PCs fail to visit the location for more than four months, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +4 bonus on saving throws against cold effects.

Recharge Condition: Descend at least 100 feet into the shaft capped by the mausoleum (which inflicts 5d6 points of cold damage, no save).

Higher-Order Ability: Once per day, you can consume the ebbing life force of a creature. If you make a successful touch attack against a living creature that has –1 or fewer hit

points, the subject must make a Fortitude save (DC 14 + your Wis modifier) or die. If the target dies, you gain 1d8 temporary hit points and a +2 bonus to Strength. Your effective caster level goes up by one, improving spell effects dependent on caster level. (This increase in effective caster level does not grant you access to more spells.) These effects last for 10 minutes per level or Hit Die of the target creature.

Higher-Order Uses: 8.

The Red Pit

The Bastion of Last Hope on Carceri boasts what are widely considered to be the bleakest, most soul-crushingly dismal dungeons in the multiverse. They are not the cruelest, nor the most inescapable, but something about their nature seems to sap a prisoner's resolution and will to survive. Worst among these is known as the Red Pit.

Although the residents of the Bastion refer to it as a "cell," the Red Pit really is no more than a rough-hewn, 100-foot-deep hole in the ground into which the most hard-bitten criminals are thrown. An iron gate is then placed over the opening and the prisoner is left there, rarely for longer than a day or two. When the gate is withdrawn and the offender is removed, he is a mere shell of his former self. Most visitors to the Red Pit enter with overwhelming self-confidence and bravado but come out scared of their own shadows.

Exactly what gives the pit this effect is uncertain, but it does have some striking characteristics. Foremost, about halfway down, the rock appears to change color from a mottled brown to a deep red the color of blood. This is considered to be an optical illusion, because samples removed from the wall have no noticeable discoloration when examined under torch or sunlight.

Location: Othrys, the first layer of Carceri.

Initial Encounters: Roll on the Red Pit encounter table when the characters visit the site for the first time, or for the first time in over a year. If the encounter happens in the Red Pit (as opposed to some nearby chamber within the Bastion of Last Hope), everyone in the pit is subject to the effects granted by meeting the recharge condition.

Red Pit Encounters

d%	Encounter
01–13	3d6 howlers
14–36	2 mind flayers
37–61	2d6 barbazu
62–87	Squad of githyanki
88–100	1 glabrezu

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 10%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +1 bonus on Escape Artist checks.

Recharge Condition: Spend 30 minutes at the bottom of the Red Pit. At the end of this time, your higher-order ability is recharged, but you must also attempt a DC 20 Will saving throw. If the save fails, you take a –5 penalty on all attack rolls and saving throws for a number of days equal to 20 minus your character level. (Those who spend more than 30 minutes in the Red Pit must make one saving throw for every hour or portion thereof they spend in the hole.)

Higher-Order Ability: Once per day, for a number of minutes equal to your character level, you gain a +5 bonus on Escape Artist, Hide, Move Silently, Listen, and grapple checks.

Higher-Order Uses: 5.

The Shrine of Acererak

On Pandemonium, a great statue carved of strange, night-dark stone stands alone before a sealed mausoleum of cold iron. The statue is of a humanoid skull and measures 5 feet in diameter. Jewellike stones glint in the eyesockets and in place of the skull's teeth. The mausoleum is but one of many tombs and unmarked graves studding a vast tunnel along which howling winds blow mournfully. Undead of various sorts prowl this forgotten graveyard.

Location: Cocytus, the second layer of Pandemonium.

Initial Encounters: Roll on the Shrine of Acererak encounter table when the characters visit the site for the first time, or for the first time in over a year. The base undead are randomly drawn to the site, but the lich, if encountered, is attempting to establish a permanent position at the shrine.

Shrine of Acererak Encounters

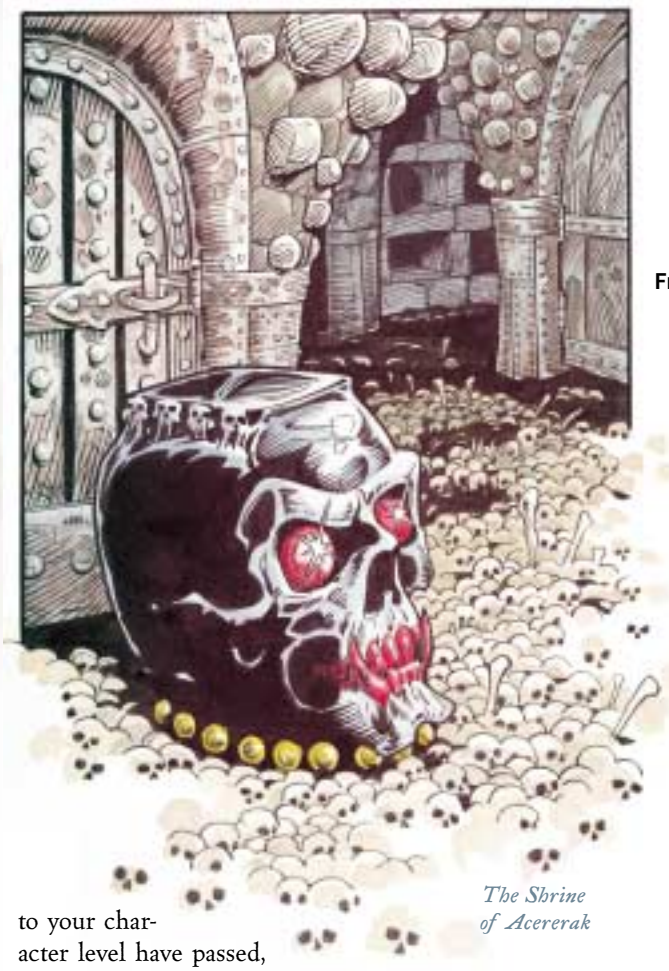
d%	Encounter
01–25	4 spectres
26–50	4 vampires, 5th-level human fighters
51–75	2 bone devils
76–97	1 dread wraith
98–100	1 lich, 11th-level human wizard, and 4 spectres

Subsequent Encounters: Once the characters clear out the shrine, on subsequent visits the chance of an encounter is only 10% (reroll any result of a lich encounter). If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the location.

Base Ability: Mindless undead ignore you unless you attack them, after which they react normally (attacking a single undead that belongs to a group of adjacent undead causes all in the group to likewise treat you normally).

Recharge Condition: Kiss the idol of Acererak.

Higher-Order Ability: Once per day, you can influence one undead within 50 feet. To influence the undead, you must indicate a course of activity (limited to a sentence or two). This direction may not be to take some obviously harmful act such as to impale itself or leap into a vat of acid; however, an undead may be directed to leave the area, defend you, or defeat a former ally or master. An influenced undead acts on its direction until one of the following conditions is met: its assigned task is completed, a number of hours equal



The Shrine of Acererak

Illus. by D. Crabapple

to your character level have passed, the undead is redirected, or someone else with the ability to turn or command undead successfully affects the directed undead. The direction can continue for the entire duration (a number of hours equal to your character level). If the direction can be completed in a shorter time, the effect ends when the undead finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. For example, you might suggest that an undead give directions to the first traveler it meets. If the condition is not met before the duration expires, the activity is not performed.

Higher-Order Uses: 5.

ENCOUNTER LEVEL 12 SITES

The Fields of Autumn

In Mertion, the fifth layer of Celestia, a vast open plain is dotted with small groves of elm and oak trees that eternally wear their colorful autumn foliage. Orange, red, and yellow leaves hang heavy on the trees and blow lazily through the mountain air.

These fields are a favorite training ground for paladins and celestials who favor bows, crossbows, and other ranged weapons. There is plenty of space to set up archery ranges, and the task at hand is made all the more challenging because of the leaves that float distractingly between the archer and the target. In fact, a favorite test of skill is to shoot a leaf of a particular color out of midair, pinning it to a target (hopefully in the bullseye).

Location: Mertion, the fifth layer of Celestia.

Initial Encounters: Roll on the Fields of Autumn encounter table when the characters visit the site for the first time, or for the first time in over a year.

Fields of Autumn Encounters

d%	Encounter
01–22	Hound archon squad (3–5) plus 1 8th-level human paladin
23–46	1d6+1 6th-level human fighters
47–71	1d3 celestial dire bears
72–86	9th-level half-elf sorcerer riding young adult silver dragon
87–100	1 planetar

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 10%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +1 bonus on ranged attack rolls.

Recharge Condition: Using a ranged weapon, shoot a red leaf from the air and pin it to a specific target or tree. This is the equivalent of hitting Armor Class 30.

Higher-Order Ability: Once per day, for a number of rounds equal to your character level, you gain a +5 competence bonus on ranged attacks. Furthermore, for the duration of this effect, you may double the range increment of any ranged weapon you fire.

Higher-Order Uses: 3.

The Great Orrery

In the heart of the endless sea of cogs, flywheels, and spindles that make up the Clockwork Nirvana of Mechanus, a relatively small cog ticks in perfect harmony with its surroundings. This cog would be completely unremarkable except for the spinning circular mechanism that sits at its center. The mechanism, called the Great Orrery, is a perfect model of the multiverse from the heart of the Material Plane to the most distant Outer Plane. (See the map of the planes, page 137.)

No one ever sees the Great Orrery move, but every time one looks away for even an instant—even for the blink of an eye—the mechanism has advanced a turn or the arrangement of individual cubes and spheres has been changed. No one knows who designed or built the Great Orrery, let alone why. Indeed, no one even understands why it functions the way it does. The internal gears are not in synch with the observed external movements, sometimes moving only in tiny increments, but other times completely rearranging themselves several times within a few minutes. It is said, though, that by studying the Orrery, you gain a glimpse into how the multiverse functions (at least at that moment in time).

Location: Mechanus.

Initial Encounters: Roll on the Great Orrery encounter table when the characters visit the site for the first time, or for the first time in over six months. The formian astronomer is at the Orrery to measure the progress of the multiverse and make predictions about the future. It may be friendly or antagonistic toward the PCs as the DM deems most appropriate.

Great Orrery Encounters

d%	Encounter
01–23	3d6 formian warriors
24–41	Formian astronomer (see below)
42–71	1 kolyarut
72–87	4 zelekhuts
88–100	Formian myrmarch and 3d6 formian warriors

Subsequent Encounters: Once the characters establish their presence in the area, on subsequent visits the chance of an encounter is only 15%. If the PCs fail to visit the location for more than six months, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +2 bonus on Knowledge (the planes) checks.

Recharge Condition: Study the Great Orrery for 1 hour without interruption.

Higher-Order Ability: Once per day, you gain the effects of the *plane shift* spell as if cast by a 10th-level cleric. This ability allows for more accurate travel than the spell usually provides. Instead of arriving 5d% miles away from the intended target, characters using this ability arrive 2d10+5 miles away.

Higher-Order Uses: 3.

Formian Astronomer: Formian myrmarch bard 3; CR 11; Large outsider (lawful, extraplanar); HD 12d8+60 plus 3d6+15; hp 139; Init +8; Spd 50 ft.; AC 30, touch 13, flat-footed 26; Base Atk +14; Grp +21; Atk +16 melee (2d4+3 plus poison, sting); Full Atk +16 melee (2d4+3 plus poison, sting) and +14 melee (2d6+1, bite) or +17/+12 ranged (1d6+3, javelin); SA poison, spell-like abilities; SQ fast healing 2, hive mind, immunity to poison/petrification/cold, resistance to electricity 10 and fire 10 and sonic 10, SR 25, bardic music (countersong, *fascinate*, inspire courage +1, inspire competence) 3/day, bardic knowledge; AL LN; SV Fort +14, Ref +15, Will +15; Str 17, Dex 18, Con 20, Int 20, Wis 18, Cha 21.

Skills and Feats: Climb +18, Concentration +22, Diplomacy +25, Hide +18, Knowledge (arcana) +23, Knowledge (religion) +23, Knowledge (the planes) +23, Listen +22, Move Silently +22, Search +23, Sense Motive +22, Spot +22, Survival +4 (+6 following tracks); Combat Reflexes, Dodge, Improved Initiative, Mobility, Multiattack, Spring Attack.

Poison (Ex): Injury, DC 21 Fort save, initial and secondary damage 2d6 Dex.

Spell-Like Abilities: At will—*charm monster* (DC 19), *clairaudience/clairvoyance, detect chaos, detect thoughts* (DC 17), *magic circle against chaos, greater teleport*; 1/day—*dictum* (DC 22), *order's wrath* (DC 19). Caster level 12th.

Bard Spells Known (3/3): 0—*dancing lights, detect magic, know direction, light, mage hand, read magic*; 1st—*cure light wounds, identify, silent image.*

Possessions: Amulet of natural armor +2.

The Life Molds of Neumannus

On a free-floating, clocklike cog wheel some 900 feet in diameter stands a building bristling with smokestacks, which projects from either side of the two-dimensional cog. Called Neumannus, this is a factory of sorts that turns out creatures known as inevitables. Inevitables are constructs that have taken it upon themselves to uphold the laws of the cosmos. But not all inevitables follow the law.

Living entities are not allowed to visit Neumannus, or usually suffered even to know its location. However, certain constructs with less moral character than their counterparts allow living visitors access through secret "back doors" and into a mold chamber. This is where inevitables take form, gaining animation. And, with the proper knowledge, it is where biologicals can be subtly modified with machine features.

Location: Mechanus.

Initial Encounters: Roll on the Life Molds encounter table when the characters visit the site for the first time, or for the first time in over a year.

Life Molds of Neumannus Encounters

d%	Encounter
01–10	1 iron golem
11–50	1 kolyarut
51–75	2 zelekhuts
76–97	1 zelekhut enforcer (see below)
98–100	1 marut

Subsequent Encounters: Once the characters make an initial contact within the Life Mold complex, on subsequent visits the chance of an encounter is only 10%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You have a construct-inspired resistance to certain weaknesses of the flesh, granting you a +2 bonus on saving throws against disease, paralysis, poison, or stunning.

Recharge Condition: Deliver several quarts of your blood (which some inevitables prize for their own reasons) to the construct currently running the secret "life molds" out of Neumannus. Upon payment, the inevitable will enclose your body in a mold and instigate the special process that recharges your higher-order ability.

Higher-Order Ability: Once per day, your body is sheathed in a slim layer of flexible iron for 1 minute per character level. You gain damage reduction 5/adamantine, resistance to fire 5 and acid 5, and a +4 enhancement bonus to your Strength, but you take a –2 penalty to your Dexterity score (to a minimum of 1). You need not (and cannot) breathe while protected by your "construct shell." You have a 25% chance to turn critical hits or sneak attacks into regular

hits. You have an arcane spell failure chance of 25% and a –4 armor check penalty. You cannot drink (and thus can't use potions) or play wind instruments. Your unarmed attacks deal damage equal to a club sized for you (1d4 for Small characters or 1d6 for Medium characters), and you are considered armed when making unarmed attacks. Your weight increases by a factor of five, causing you to sink in water. However, you could survive the crushing pressure and lack of air at the bottom of the ocean—at least until the duration of the power expires.

Higher-Order Uses: 2.

Zelekhut Enforcer: Zelekhut fighter 3; CR 12; Large construct (extraplanar, lawful); HD 8d10+30 plus 3d10; hp 90; Init +0; Speed 35 ft., fly 40 ft.; AC 27 (–1 size, +10 natural, +8 plate barding), touch 9, flat-footed 27; Base Atk +9; Grp +18; Atk +14 melee (2d6+5 plus 1d6 electricity, spiked chain); Full Atk 2 +14 melee (2d6+5 plus 1d6 electricity, spiked chain); Space/reach 10 ft./10 ft.; SA spell-like abilities; SQ construct traits, damage reduction 10/chaotic, darkvision 60 ft., fast healing 5, low-light vision, spell resistance 20; AL LN; SV Fort +7, Ref +5, Will +8; Str 21, Dex 11, Con —, Int 10, Wis 17, Cha 15.

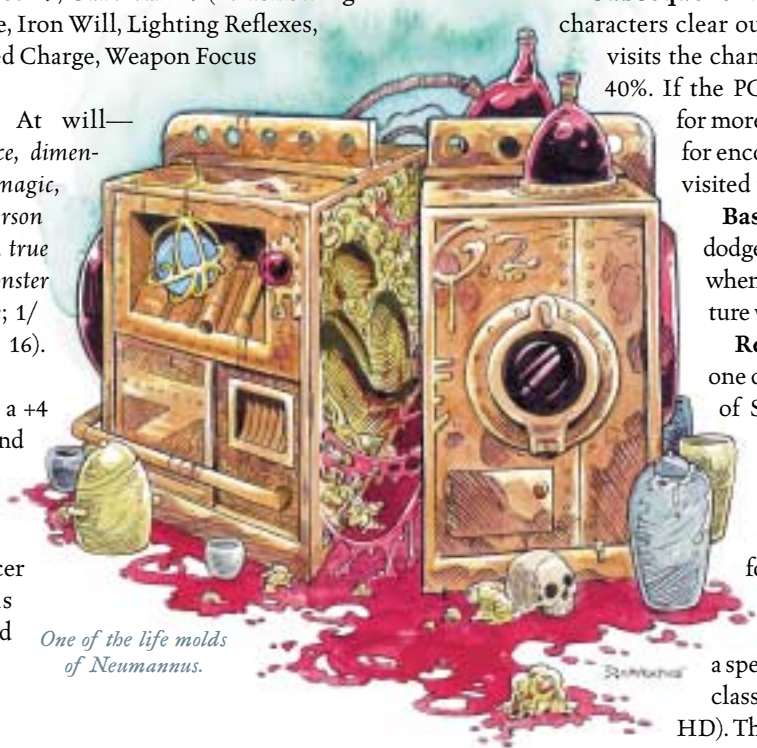
Skills and Feats: Diplomacy +5, Listen +10, Search +9, Sense Motive +12, Spot +9, Survival +4 (+6 following tracks); Great Fortitude, Iron Will, Lighting Reflexes, Ride-By Attack, Spirited Charge, Weapon Focus (spiked chain).

Spell-Like Abilities: At will—*clairaudience/clairvoyance, dimensional anchor, dispel magic, fear* (DC 16), *hold person* (DC 15), *locate creature, true seeing*; 3/day—*hold monster* (DC 17), *mark of justice*; 1/week—*lesser geas* (DC 16). Caster level 8th.

Skills: A zelekhut has a +4 racial bonus on Search and Sense Motive checks.

Feats: Due to its centaurlike construction, a zelekhut enforcer qualifies for feats as if it had the Mounted Combat feat.

Illus. by D. Crabapple



One of the life molds of Neumannus.

The Pillar of Skulls

On the first of the Nine Hells of Baator is a mountainous pile of skulls collected as trophies in the Blood War. The skulls can be as large as a house or as tiny as a pebble, and they are in various states of decay. The devils leave them here in part as a way to celebrate their victories, but just as much as a way to show fealty to Tiamat, the five-headed queen of all evil dragons, whose cave is nearby.

It has long been rumored that the skulls themselves contain some magical power. Some say that they are enchanted and can be fashioned into impregnable armor, while others say that if properly treated with alchemical elixirs, they become highly unstable and explode upon even the slightest impact. None of these rumors is true, but enough treasure seekers have come skulking around the pillar that a cadre of osyluths has been assigned to stand guard. They will attack anyone they catch approaching the Pillar of Skulls, no matter how outmatched they might be—they fear Tiamat's retribution more than they do death in battle.

Location: Avernus, the first layer of Baator.

Initial Encounters: Roll on the Pillar of Skulls encounter table when the characters visit the site for the first time, or for the first time in over a year.

Pillar of Skulls Encounters

d%	Encounter
01–14	1 devourer
15–33	2d6+4 half-black-dragons, 4th-level human fighters
34–59	1 gelugon
60–88	Bone guardian (see below)
89–100	1 pit fiend

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 40%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +2 dodge bonus to your Armor Class when being attacked by any creature with the tanar'ri subtype.

Recharge Condition: Smash one demon skull from the Pillar of Skulls. (The skulls generally have hardness 8 and 15 hit points.)

Higher-Order Ability: Once per day, you may force any outsider with the tanar'ri subtype back to its proper plane if it fails a special Will save (DC 10 + your class level minus the creature's HD). This spell functions similarly to the *dismissal* spell.

Higher-Order Uses: 4.

Bone Guardian: Bone devil fighter 5; CR 14; Large outsider (baatezu, evil, extraplanar, lawful); HD 10d8+70 plus 5d10+35; hp 167; Init +10; Spd 40 ft.; AC 28, touch 16, flat-footed 22; Base Atk +15; Grp +26; Atk +22 melee (1d8+9, bite); Full Atk

+22 melee (1d8+9, bite) and +20 melee (1d4+3, 2 claws), and +20 melee (3d4+5 plus poison, sting); SA spell-like abilities, fear aura, poison, *summon baatezu*; SQ damage reduction 10/good, darkvision 60 ft., immunity to fire and poison, resistance to acid 10 and cold 10, see in darkness, spell resistance 21, telepathy 100 ft.; AL LE; SV Fort +18, Ref +14, Will +11; Str 25, Dex 23, Con 25, Int 14, Wis 13, Cha 16.

Skills and Feats: Bluff +16, Climb +22, Concentration +20, Diplomacy +7, Disguise +3 (+5 acting), Hide +15, Intimidate +23, Knowledge (the planes) +15, Listen +16, Move Silently +19, Search +15, Sense Motive +14, Spot +16, Survival +1 (+3 following tracks); Alertness, Improved Initiative, Iron Will, Multiattack, Weapon Focus (bite), Weapon Focus (claw), Weapon Focus (sting), Weapon Specialization (bite), Weapon Specialization (sting).

Possessions: Ring of protection +1, amulet of natural armor +1.

The Temple of Radiance

The Temple of Radiance sits atop a tiny spit of rock that juts from the waters of Thalasia, the bottommost layer of Elysium. It is a temple to Pelor, god of the sun, built in the classic style. Walls, columns, and arches measure out the forms of various rooms and chambers—including a large central chapel—but none of these areas has even the pretense of a roof or other covering. The entire building is open to the sky so that worshipers may follow the sun along its celestial journey.

Some claim that this was the very first shrine ever built in Pelor's name; others say that it is merely the most beautiful. Whatever the truth, the Temple of Radiance is one of the most popular pilgrimage destinations for worshipers who have the wherewithal to travel to and within Elysium. The temple generally receives anywhere from a dozen to several hundred visitors per day.

Of course, since the Temple of Radiance is so highly valued by worshipers, it occasionally comes under attack from enemies of Pelor (in particular, by worshipers of Nerull). To protect the pilgrims from this and other dangers, a cadre of holy warriors, known as the Radiant Guardians, protect the island.

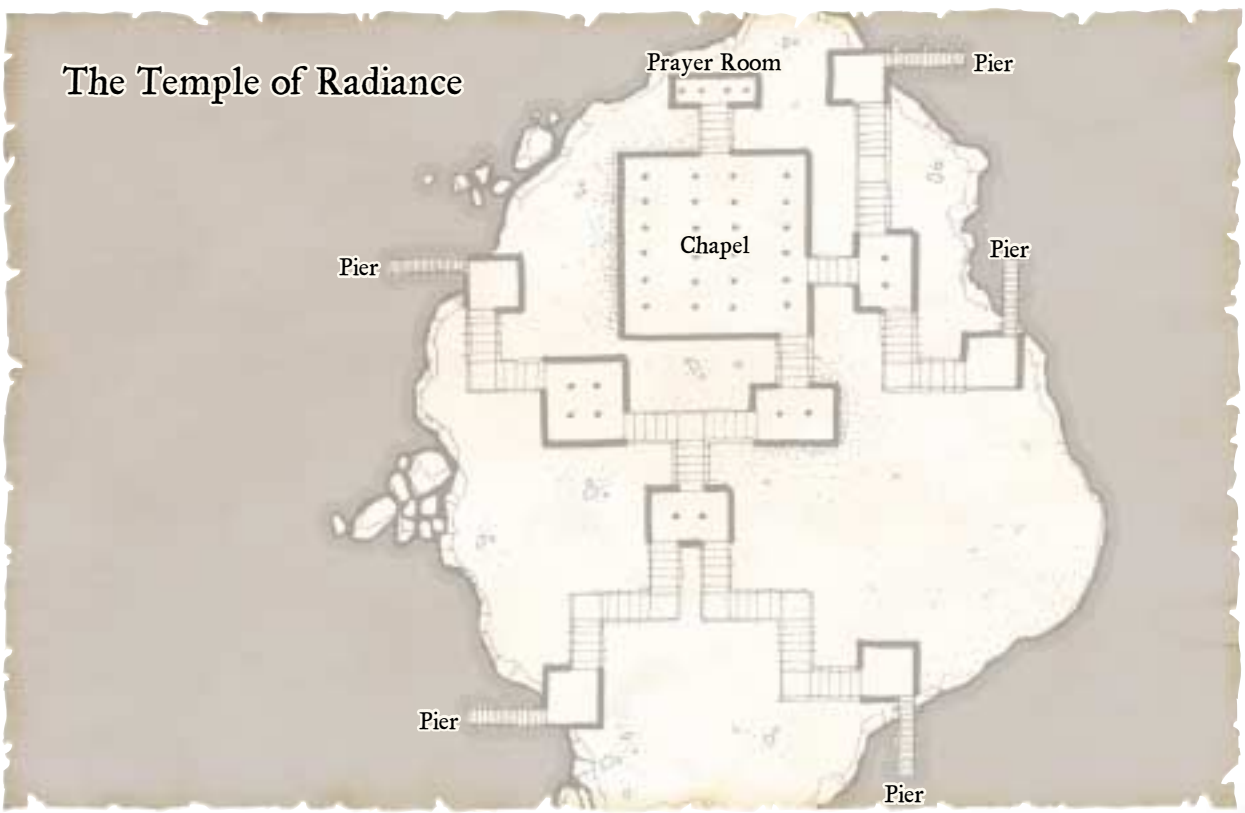
Location: Thalasia, the lowest layer of Elysium.

Initial Encounters: Roll on the Temple of Radiance encounter table when the characters visit the site for the first time, or for the first time in over a year. The Radiant Guardians are cautious if visitors arrive heavily armed, but they will welcome anyone who has come to worship at the Temple.

Temple of Radiance Encounters

d%	Encounter
01–15	1 chaos beast
16–40	2 Radiant Guardians (see below)
41–65	3d6 6th-level human cleric pilgrims
66–90	6 Radiant Guardians (see below)
91–100	1 glabrezu

Subsequent Encounters: Once the characters establish a relationship with the Radiant Guardians (or clear the location), the chance of an encounter on subsequent visits is



only 25%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +1 bonus on saving throws against evil creatures or effects.

Recharge Condition: Spend one day praying and fasting in the Temple of Radiance.

Higher-Order Ability: Once per day, you can cast the *searing light* spell. This spell functions as if cast by a 10th-level cleric, dealing 5d8 points of damage to any target that is struck (or 10d6 points to any undead target that is struck).

Higher-Order Uses: 5.

Radiant Guardian: Human paladin 10; CR 10; Medium humanoid; HD 10d10+10; hp 65; Init –1; Spd 20 ft.; AC 23, touch 10, flat-footed 23; Base Atk +10; Grp +13; Atk +15 melee (1d8+4/19–20, *+1 longsword*); Full Atk +15/+10 melee (1d8+4/19–20, *+1 longsword*); SA smite evil 3/day, turn undead; SQ aura of good, *detect evil*, divine grace, lay on hands, aura of courage, divine health, special mount, *remove disease* 2/week; AL LG; SV Fort +11, Ref +5, Will +8; Str 16, Dex 8, Con 12, Int 10, Wis 14, Cha 16.

Skills and Feats: Concentration +14, Ride +12; Cleave, Mounted Combat, Power Attack, Ride-By Attack, Weapon Focus (longsword).

Smite Evil (Su): +3 attack, +10 damage.

Lay on Hands (Su): 30 points per day.

Aura of Courage (Su): Allies within 10 feet gain +4 morale bonus on saves against fear effects.

Turn Undead (Su): As a 7th-level cleric.

Paladin Spells Prepared (2/2): 1st—*bless weapon, protection from evil*; 2nd—*resist energy, zone of truth.*

Possessions: +2 full plate, +1 heavy steel shield, +1 longsword, gauntlets of ogre power, masterwork composite (+2) longbow, 20 arrows.

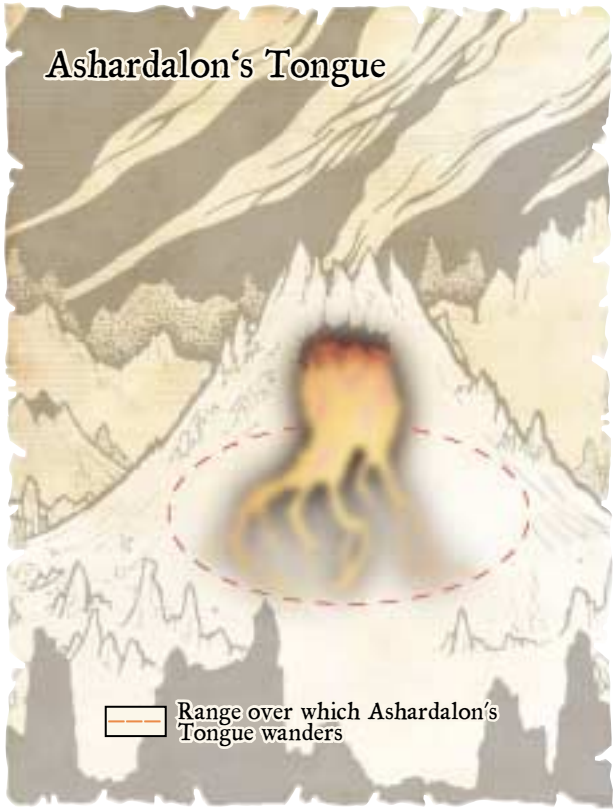
ENCOUNTER LEVEL 13 SITES

Ashardalon's Tongue

Khalas, the first layer of the bleak eternity of Gehenna, has hundreds, perhaps thousands, of lava flows pouring constantly across its sloped face. The largest and most destructive of these is known as Ashardalon's Tongue.

Named after an ancient red dragon that terrorized several planes of existence, Ashardalon's Tongue is aptly named. It is wide and deep where it bursts from the ground high up on the mountain, but it tapers to a forked point lower down on the slopes where it cools. Additionally, the bottom end is in more or less constant motion—like a geologically slow snake's tongue flicking here and there. The tip of Ashardalon's Tongue only moves about 300 feet a day, but it travels over a range of about 8 miles, and there is no way to accurately predict where it will go next.

Location: Khalas, the first layer of Gehenna.



Initial Encounters: Roll on the Ashardalon's Tongue encounter table when the characters visit the site for the first time, or for the first time in over a year.

Ashardalon's Tongue Encounters

d%	Encounter
01–15	3d6 hell hounds
16–40	8 mezzoloths*
41–65	4 greater fire elementals
66–85	3 nycaloths*
86–100	1 ultroloth and 1d4 mezzoloths*

* From *Manual of the Planes*.

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 10%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +1 bonus on unarmed melee attack rolls.

Recharge Condition: Plunge your bare fists into Ashardalon's Tongue. Doing this deals 5d6 points of fire damage (no save).

Higher-Order Ability: Once per day, for a number of rounds equal to your character level, all unarmed melee attacks you make become flaming attacks. Your unarmed melee attack deals an extra 1d6 points of fire damage on a successful hit.

Higher-Order Uses: 4.

Densahl's Challenge

Every day on the Plain of Ida, warriors and champions test themselves and their prowess in contests of skill and martial cunning. Valiant heroes from across the multiverse engage in games of strategy, speed, and raw strength. The most famous of the latter is known as Densahl's Challenge.

At first, Densahl's Challenge seems like nothing more than a rocky tor sticking out from the grassy field. It stands about 20 feet tall and is made of a rose-colored stone very similar to granite. Long ago, a mighty dwarf warrior named Densahl (who had just won an ale-quaffing competition) stumbled into the tor and took exception to it being in his way. He climbed to the top of the rock and announced that he would break it to a thousand pieces so that it never bothered anyone again. He only managed one swing of his hammer before passing out, but that single blow broke off a boulder the size of Densahl's head and shoulders. The crowd was impressed, but many claimed they could do better. One by one, they climbed the stone to try, and the tradition continues to this day.

Densahl's Challenge is quite simple. Contestants carry sledgehammers to the top of the tor, call out their names and affiliations, and then swing the hammer with all their might. The goal is to break off as large a piece of the rock as possible. The record blow was struck by none other than Kord himself—a boulder the size of a workhorse. No matter how many warriors break off significant chunks of the stone, though, each day the tor is just as tall as ever.

Although the warriors who frequent the Plain of Ida can be quite competitive, and many climb the tor time and again to outdo their rivals, Densahl's Challenge is a friendly competition. No matter what the result of an individual swing, the onlookers (a crowd of spectators is always present at Densahl's Challenge) raise a mighty cheer in the contestant's honor.

Location: Ysgard, the top layer of Ysgard.

Initial Encounters: Roll on the Densahl's Challenge encounter table when the characters visit the site for the first time, or for the first time in over a year. The creatures they meet may well be arrogant or belligerent, but they will not be evil. The PCs have a relatively good chance of negotiating these encounters peacefully—or at least without serious injury (contests of strength or martial prowess may take the place of actual battle).

Densahl's Challenge Encounters

d%	Encounter
01–18	3 avoral guardinals
19–46	1 leonal guardinal*
47–72	1 astral deva
73–88	1 trumpet archon
89–100	1 old brass dragon

* From *Manual of the Planes*.

Subsequent Encounters: Once the characters have established their presence in the area, on subsequent visits the chance of an encounter is only 50%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +1 bonus on melee damage rolls.

Recharge Condition: Participate in Densahl's Challenge. To gauge your results, make a single melee attack roll using a sledgehammer (treat as a warhammer) with the following results. Unless you roll a 1, the blow lands true (rolling a 1 results in the hammer breaking). If you threaten a critical hit, roll to confirm the critical hit even though you're attacking an object. The weight of the piece of rock you break off depends on how much damage you deal.

Damage	Weight of Rock
1–9	Nothing (no piece breaks off)
10–14	Pebbles and dust
15–19	1 lb.
20–24	5 lb.
25–29	10 lb.
Every additional 5	+5 lb.

Higher-Order Ability: Once per day, after rolling a successful melee attack but before rolling the damage, you may add a bonus equal to your character level to the damage dealt by the blow.

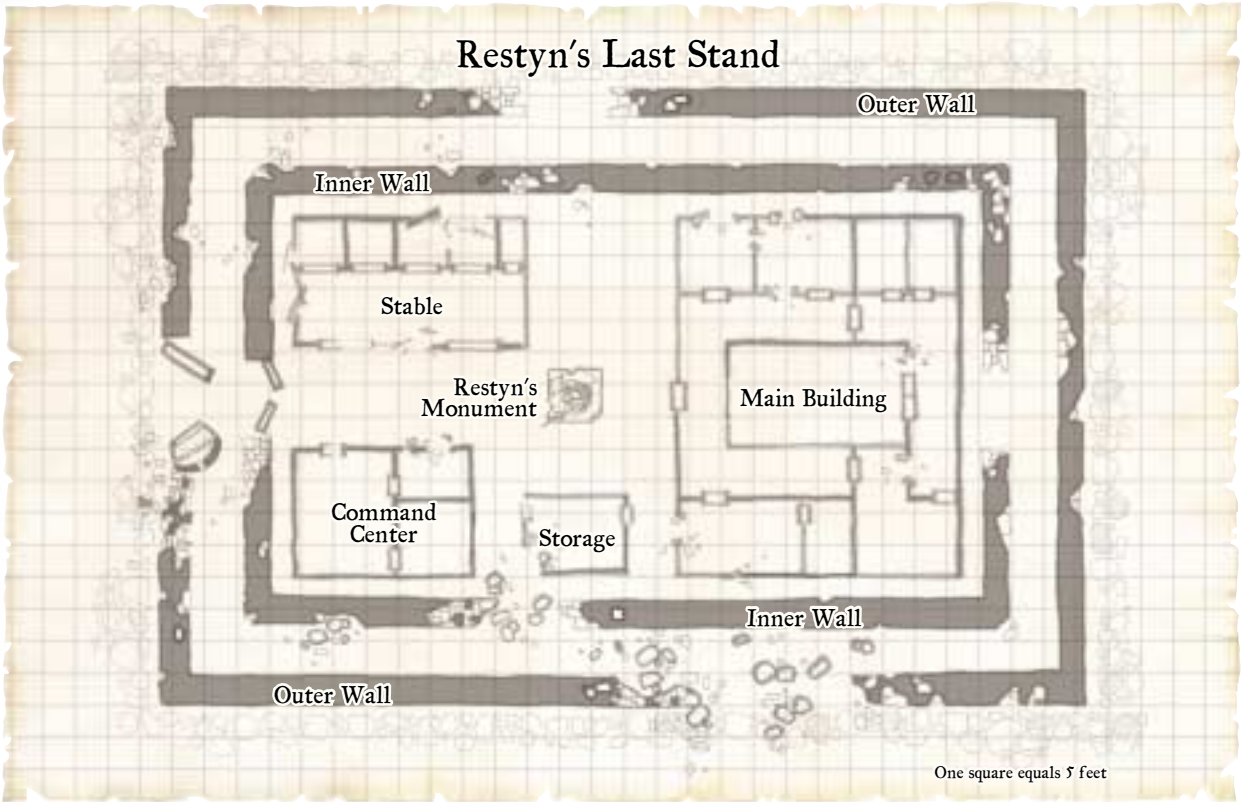
Higher-Order Uses: 3.

Restyn's Last Stand

Among the Battleplains of Avalas, the first layer of the infernal battlefield of Acheron, is a small cube that orbits Scourgehold, the cube that holds Hextor's realm. The tiny cube hosts the ruins of what was once a modest fortress, the home of a Heironeous-worshiping planetar named Restyn. She chose this location despite (indeed, because of) its proximity to Hextor's domain. Her fellow angels told her that she was mad—the cube was small and worthless, and Hextor was welcome to it. These words did not faze Restyn in the least.

For years that stretched into decades and eventually into centuries, she and her followers defended their chosen home against attacks from the nearby bastion of evil. Wave after wave of Hextorites threw themselves against the fortress, only to be driven back by Restyn's righteous fury. However, no defense is impenetrable, and the tide of opponents was never-ending. Restyn and her followers eventually fell.

Although they crushed the planetar and the forces of good at her command, the Hextorites were unable to lay claim to the cube. Every time they tried, a force of Heironean angels drove them back to Scourgehold. The angels, it seemed, now considered the cube sacred ground, hallowed by the determination and blood of Restyn and her followers. They would now pay any price to keep it free from Hextor and his followers. The irony of this fact is not lost on the Heironeans, but it does nothing to soften their stance.



Among the ruins of the fortress now stands a small marble monument engraved with Restyn's final words. "There is no island so small and insignificant that it is not worth defending. Inch by inch is how evil subverts the pure heart."

Location: Avalas, the first layer of Acheron.

Initial Encounters: Roll on the Restyn's Last Stand encounter table whenever the characters visit the site. The Heironeans and the Hextorites each have the goal of driving from the cube anyone who is not specifically aligned with them. If the characters are not their allies, then they will be treated as enemies.

Restyn's Last Stand Encounters

d%	Encounter
01–21	2 bebiliths
22–34	1 death slaad
35–57	1 trumpet archon
58–82	2 cornugons
83–100	1 solar

Subsequent Encounters: The characters will have encounters every time they visit Restyn's Last Stand—the Hextorites and the Heironeans fight a never-ending battle. Indeed, the DM should roll for subsequent encounters once every 2d10+10 minutes.

Base Ability: You gain a +1 bonus on all melee attacks.

Recharge Condition: Overcome one encounter. Then place on Restyn's monument a single stone bearing the blood of one creature that fought in the encounter.

Higher-Order Ability: Once per day, when you threaten a critical hit with a melee attack, you may automatically confirm the critical without rolling the die.

Higher-Order Uses: 2.

ENCOUNTER LEVEL 14 SITES

The Peak of Continuation

The Peak of Continuation is not one of the tallest mountains in Shurrock, one of the two facing layers of the Twin Paradises of Bytopia. It is, however, one of the most challenging to climb. The mountain has a double summit—twin peaks that are separated by a 100-foot-wide chasm over nothing but the steep, gravelly slopes. The peaks are connected by a simple rope bridge.

In a land that is renowned for harsh weather, formidable terrain, and being an especially difficult place for even the most skilled outdoorsmen to simply survive a few days in the wild, the Peak of Continuation is a challenge that even the hardiest of locals usually shy away from. The winds blow nearly constantly in excess of 100 miles per hour, the air is bitterly cold, and the mountain is home to several dangerous carnivores.

Still, those who have succeeded at crossing the span atop the Peak of Continuation say that it was a life-changing experience. They now have looked death in the face without blinking, and they feel prepared to do so again.

Location: Shurrock, one of the layers of Bytopia.

Initial Encounters: Roll on the Peak of Continuation encounter table when the characters visit the site for the first time, or for the first time in over a year.

Peak of Continuation Encounters

d%	Encounter
01–16	3d6 trolls
17–38	3 winged auditors (see below) riding giant eagles
39–62	1 old white dragon
63–86	1 frost giant jarl, 8th-level blackguard
87–100	2 planetars

Subsequent Encounters: Once the characters clear out or establish themselves in the area, on subsequent visits the chance of an encounter is only 10%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain the ability to shrug off some amount of injury from any source of damage. Subtract 1 from the damage you take from any source. This ability works in conjunction with other sources of damage reduction.

Recharge Condition: Cross the rope bridge from one peak to the other (requiring a DC 25 Balance check).

Higher-Order Ability: If your hit point total drops below –10, you become the target of a *resurrection* spell (as though it had been prepared ahead of time using the *contingency* spell). This ability can be used only once per day.

Higher-Order Uses: 1.

Winged Auditor: Elf bard 8/arcane archer 3; CR 11; Medium humanoid; HD 8d6+8 plus 3d8+3; hp 52; Init +4; Spd 30 ft.; AC 21, touch 14, flat-footed 17; Base Atk +9; Grp +11; Atk +12 melee (1d8+3/19–20, longsword) or +16 ranged (1d8+4/×3 plus 1d6 fire, *+1 flaming burst composite longbow*); Full Atk +12/+7 melee (1d8+3/19–20, longsword) or +16/+11 ranged (1d8+4/×3 plus 1d6 fire, *+1 flaming burst composite longbow*); SA enhance arrow +2, imbue arrow; SQ bardic knowledge, bardic music (countersong, *fascinate*, inspire courage +2, inspire competence, *suggestion*) 8/day; AL CG; SV Fort +6, Ref +13, Will +7; Str 15, Dex 18, Con 12, Int 8, Wis 10, Cha 14.

Skills and Feats: Concentration +12, Diplomacy +13, Perform +13, Ride +18, Spellcraft +10, Spot +6; Mounted Combat, Point Blank Shot, Precise Shot, Weapon Focus (composite longbow).

Imbue Arrow (Sp): An area spell the winged auditor casts can be centered on an arrow shot from his bow.

Bard Spells Known (3/4/4/1): 0—*dancing lights, daze* (DC 12), *detect magic, know direction, light, summon instrument*; 1st—*charm person* (DC 13), *comprehend languages, cure light wounds, feather fall*; 2nd—*animal messenger, cat's grace, cure moderate wounds, heroism*; 3rd—*charm monster,* (DC 15) *dispel magic, haste.*

Possessions: +1 flaming burst composite longbow (+2 Str bonus), *gauntlets of ogre power, +2 mithral breastplate,* 40 arrows, masterwork longsword.

The Sargasso of Entropy

The Negative Energy Plane is an endless void that is darker than the blackest night and emptier than the most evil heart. Here and there, one can find voidstones—negative energy so densely concentrated that it becomes solid matter. But in one especially dismal corner of the plane, a number of voidstones have accumulated to form a shifting congregation of annihilation known as the Sargasso of Entropy.

The sargasso is one of the most deadly locations in the multiverse. Every one of the voidstones is powerful enough to completely wipe out anything it touches. Together, swirling in the unpredictable, chaotic way they do, the voidstones are practically unavoidable—getting any closer to the sargasso than a few dozen feet is practically an act of suicide.

The Sargasso of Entropy is a sacred site for those who worship Wee Jas, Nerull, and other deities associated with death. Champions of life, on the other hand, occasionally visit the spot because it is so closely attuned to death. They believe that seeing it and feeling its power will focus their resolve to resist the inevitable, withering end that waits for all creatures.

Location: The Negative Energy Plane.

Initial Encounters: Roll on the Sargasso of Entropy encounter table when the characters visit the site for the first time, or for the first time in over a year. Pale raiders are a cult of death slaadi clerics who have rededicated themselves to the pursuit of magical power for the purpose of honoring death in all its myriad forms.

Sargasso of Entropy Encounters

d%	Encounter
01–17	2d6+1 wraiths
18–34	2d6 vampire spawns
35–67	2d6 xeg-yis
68–84	2 glabrezu
85–100	1 pale raider (see below)

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 10%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +1 bonus on Fortitude saving throws.

Recharge Condition: Throw an item weighing at least 2 pounds into the sargasso.

Higher-Order Ability: Once per day, you can make a withering melee touch attack that, if successful, inflicts 10d6 points of damage. The subject may attempt a DC 15 Fortitude save to halve the damage. If the melee touch attack fails, the ability is still expended for that day.

Higher-Order Uses: 2.

Pale Raider: Death slaad cleric 5; CR 15; Medium outsider (chaotic, extraplanar); HD 15d8+90 plus 5d8+30; hp 210; Init +10; Spd 30 ft.; AC 29, touch 16, flat-footed 23; Base Atk +18; Grp +24; Atk +25 melee (3d6+6 plus stun, claw); Full Atk +25 melee

(3d6+6 plus stun, 2 claws) and +22 melee (2d10+3, bite); SA stun 3/day, spell-like abilities, summon slaad, rebuke undead; SQ change shape, DR 10/lawful, darkvision 60 ft., fast healing 5, immunity to sonic, resistance to acid 5 and cold 5 and electricity 5 and fire 5, telepathy 100 ft.; AL CN; SV Fort +19, Ref +16, Will +20; Str 23, Dex 22, Con 23, Int 19, Wis 24, Cha 22.

Skills and Feats: Climb +24, Concentration +21, Escape Artist +24, Hide +24, Intimidate +24, Jump +24, Knowledge (the planes) +22, Knowledge (religion) +27, Listen +25, Move Silently +24, Search +22, Spellcraft +24, Spot +25, Survival +15 (+17 when tracking), Use Rope +6 (+8 with bindings); Cleave, Great Cleave, Improved Initiative, Improved Sunder, Multiattack, Power Attack, Weapon Focus (claw).

Stun (Ex): With successful melee attack; DC 24 Fort save or be stunned for 1 round.

Spell-Like Abilities: At will—*animate objects, chaos hammer* (DC 20), *deeper darkness, detect magic, dispel law* (DC 21), *fear* (DC 20), *finger of death* (DC 23), *fireball* (DC 19), *fly, identify, invisibility, magic circle against law, see invisibility, shatter* (DC 18); 3/day—*circle of death* (DC 22), *cloak of chaos* (DC 24), *word of chaos* (DC 23); 1/day—*implosion* (DC 25), *power word blind*. Caster level 15th.

Change Shape (Su): A death slaad can assume any humanoid shape as a standard action.

Summon Slaad (Sp): Twice per day, a death slaad can attempt to summon 1d2 red or blue slaadi (60% chance of success) or 1d2 green slaadi (40% chance of success).

Cleric Spells Prepared (5/6/5/4): 0—*cure minor wounds, detect poison, guidance, mending, read magic*; 1st—*command* (DC 18), *cure light wounds, divine favor, entropic shield, protection from law, shield of faith*; 2nd—*bear's endurance, bull's strength, cure moderate wounds, death knell* (DC 19), *lesser restoration*; 3rd—*animate dead, cure serious wounds, dispel magic* (2). Domains: Chaos (cast chaos spells at +1 caster level), Death (death touch 1/day, damage 5d6).

Possessions: Periapt of wisdom +2, bracers of armor +1.

White Feather Bridge

Amoria is not only the topmost layer of Elysium, but it is also the most populated. Sprinkled throughout the forests and rolling hills are towns and villages, and the land is crisscrossed with roads, trails, and paths that people use to get from place to place.

Along a particularly well-traveled stretch of road, a wooden bridge crosses a rushing river. The span, known as White Feather Bridge, is hand-carved and painted to resemble a great white swan stretching her wings from bank to bank. It is considered one of the finest pieces of art on the plane. However, it was constructed during a time when the road did not see so much traffic, and it is too narrow to allow more than a single creature to pass at a time.

Some have talked about replacing or adding to the bridge. Others have gone so far as to build a new, wider bridge across the river only a few hundred feet to the north. But travelers still prefer to cross at the White Feather Bridge. They say, "Even the divine skies of Elysium look brighter when viewed from the span of the White Feather Bridge; it is more than just a convenience, it is a tradition that no one should be denied."

Location: Amoria, the topmost layer of Elysium.

Initial Encounters: Roll on the White Feather Bridge encounter table when the characters visit the site for the first time, or for the first time in over a year.

White Feather Bridge Encounters

d%	Encounter
01–21	1d4 celestial dire tigers
22–42	2 leonals
43–63	1 astral deva
64–94	2d6+3 12th-level elf clerics
95–100	1 old green dragon

Subsequent Encounters: Once the characters clear out the area, on subsequent visits the chance of an encounter is only 10%. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: Once per day, you may add a +1 luck bonus to one check, saving throw, attack roll, or damage roll. You may use this ability after rolling the d20, but you must do so before the DM announces the result.

Recharge Condition: Cross the White Feather Bridge. However, you must allow a traveler going in the opposite direction to cross the bridge before you do.

Higher-Order Ability: Once per day, you may cast the *planar ally* spell.

Higher-Order Uses: 2.

APPENDIX: PLANAR ENCOUNTERS

When generating random encounters for a planar adventure, you'll need to consider several factors: Who are the natives of the plane? Is the area visited wilderness, rural, or urban? If it is part of planar trade routes, nonnative extraplanar creatures will have a significant presence. If it is far removed from *gates*, portals, and similar mechanisms of planar travel, most of the creatures encountered will be native to the plane.

BUILDING A PLANE-SPECIFIC ENCOUNTER TABLE

The information in Random Wilderness Encounters on pages 95–98 of the *Dungeon Master's Guide* gives instructions and advice on how to create random encounter tables. To apply those techniques to the planes, all you need are the following lists that provides the Challenge Ratings and typical planar residences of outsiders and extraplanar creatures.

In addition to the creatures native to each plane, some creatures are found on virtually every plane. Apply the templates to the plane's inhabitants or to everyday creatures to create diverse, unique encounter lists.

In the following lists, the titles of books are abbreviated as follows: *MM* = *Monster Manual*; *MM2* = *Monster Manual II*; *FF* = *Fiend Folio*; *Drac* = *Draconomicon*; *MH* = *Miniatures Handbook*; *MotP* = *Manual of the Planes*; *BoED* = *Book of Exalted Deeds*; *BoVD* = *Book of Vile Darkness*; *ELH* = *Epic Level Handbook*; and *PH* = *Planar Handbook* (this volume).

CR	Any Plane
1/2	Tiny animated object *(MM)*
1	Homunculus (MM)
1	Small animated object *(MM)*
2	Medium animated object *(MM)*
3	Large animated object *(MM)*
4	Apocalypse frog swarm *(BoED)*
5	Huge animated object *(MM)*
5	Mercane *(MotP)*
5	Stained glass golem (MM2)
7	Elsewhale *(PH)*
7	Flesh golem *(MM)*
7	Gargantuan animated object *(MM)*
8	Blood golem of Hextor *(FF)*
10	Aspect of Vecna *(MH)*
10	Brass golem *(MM2)*
10	Clay golem *(MM)*
10	Colossal animated object *(MM)*
10	Sunfly swarm *(BoED)*
11	Stone golem *(MM)*
12	Dragonbone golem *(Drac)*
13	Dragonflesh golem *(MM2)*
13	Iron golem *(MM)*
15	Drakestone golem *(Drac)*
16	Greater stone golem *(MM)*
17	Bronze locust swarm *(BoED)*
17	Ironwyrm golem *(Drac)*
20	Deathraven swarm *(BoED)*
21	Chichimec (abomination) *(ELH)*
22	Anaxim (abomination) *(ELH)*
25	Phane (abomination) *(ELH)*
30	Atropal (abomination) *(ELH)*
31	Dream larva (abomination) *(ELH)*
34	Phaethon (abomination) *(ELH)*
36	Xixecal (abomination) *(ELH)*
57	Hecatoncheires (abomination) *(ELH)*

CR	Templates
1	Petitioner *(MotP)*
+0 to +2	Anarchic creature *(PH)*
+0 to +2	Axiomatic creature *(PH)*
+0 to +2	Celestial creature *(MM)*
+0 to +2	Element creature *(MotP)*
+0 to +2	Fiendish creature *(MM)*
+1	Half-fey *(FF)*
+1	Shadow creature *(MotP)*
+1 to +3	Half-celestial *(MM)*
+1 to +3	Half-fiend *(MM)*
+2	Ghost *(MM)*
+2	Half-dragon *(MM)*
+2	Half-elemental *(MotP)*
+3	Half-golem *(MM2)*
+2	Half-troll *(FF)*
+2	Monster of legend *(MM2)*
+2	Sacred watcher *(BoED)*
+2	Saint *(BoED)*
+3	Aleax *(BoED)*
varies	Lycanthrope *(MM)*

CR	Ethereal Plane
1	Ether scarab (*MM2*)
1	Planetouched, shyft (*FF*)
3	Aoa, droplet (*FF*)
3	Ethereal filcher (*MM*)
3	Ethereal marauder (*MM*)
3	Planar dragon, ethereal wyrmling (*Drac*)
4	Planar dragon, ethereal very young (*Drac*)
6	Planar dragon, ethereal young (*Drac*)
6	Xill (*MM*)
7	Planar dragon, ethereal juvenile (*Drac*)
8	Nethersight mastiff (*MM2*)
9	Dharculus (*PH*)
9	Ethergaunt, red (*FF*)
9	Planar dragon, ethereal young adult (*Drac*)
10	Ethereal ooze (*FF*)
10	Planar dragon, ethereal adult (*Drac*)
12	Deva, monadic (*FF*)
12	Ethereal slayer (*MM2*)
13	Ethergaunt, white (*FF*)
13	Planar dragon, ethereal mature adult (*Drac*)
15	Aoa, sphere (*FF*)
15	Ethereal doppelganger (*MM2*)
15	Planar dragon, ethereal old (*Drac*)
16	Planar dragon, ethereal very old (*Drac*)
17	Ethergaunt, black (*FF*)
17	Planar dragon, ethereal ancient (*Drac*)
18	Planar dragon, ethereal wyrm (*Drac*)
19	Planar dragon, ethereal great wyrm (*Drac*)

CR	Plane of Shadow
1	Shadar-Kai (*FF*)
3	Ephemera, dusk beast (*MotP*)
5	Shadow mastiff (*MM*)
6	Shadow jelly (*PH*)
7	Ghirrash (shadow beast) *(MH)*
8	Khumat (shadow beast) *(MH)*
9	Ephemera, ecalypse (*MotP*)
9	Thaskor (shadow beast) *(MH)*
10	Darkweaver (*FF*)
10	Ephemera, umbral banyan (*MotP*)
12	Shadow spider (*MM2*)
14	Nightshade, nightwing (*MM*)
16	Nightshade, nightwalker (*MM*)
18	Nightshade, nightcrawler (*MM*)
+2	Shadow creature template (*MotP*)

CR	Astral Plane
1	Githyanki (*MM*)
3	Aoa, droplet (*FF*)
15	Aoa, sphere (*FF*)
16	Astral kraken (*PH*)
17	Astral dreadnought (*MotP*)

CR	Elemental Plane of Air
1	Elemental, air Small (*MM*)
1	Paraelemental, ice Small (*MotP*)
1	Paraelemental, smoke Small (*MotP*)
2	Crystal dragon, wyrmling (*MM2*)
2	Emerald dragon, wyrmling (*MM2*)
3	Arrowhawk, juvenile (*MM*)
3	Crystal dragon, very young (*MM2*)
3	Elemental, air Medium (*MM*)
3	Mephit, air (*MM*)
3	Mephit, dust (*MM*)
3	Mephit, ice (*MM*)
3	Paraelemental, ice Medium (*MotP*)
3	Paraelemental, smoke Medium (*MotP*)
4	Crystal dragon, young (*MM2*)
4	Dragon, emerald very young (*MM2*)
4	Elementite swarm, air (*PH*)
5	Arrowhawk, adult (*MM*)
5	Djinni (*MM*)
5	Elemental, air Large (*MM*)
5	Paraelemental, ice Large (*MotP*)
5	Paraelemental, smoke Large (*MotP*)
5	Sylph (*MM2*)
6	Belker (*MM*)
6	Dragon, emerald young (*MM2*)
7	Breathdrinker (*MM2*)
7	Crystal dragon, juvenile (*MM2*)
7	Elemental, air Huge (*MM*)
7	Invisible stalker (*MM*)
7	Paraelemental, ice Huge (*MotP*)
7	Paraelemental, smoke Huge (*MotP*)

8	Arrowhawk, elder (*MM*)
8	Djinni, noble (*MM*)
8	Dragon, emerald juvenile (*MM2*)
9	Elemental, air greater (*MM*)
9	Immoth (*MM2*)
9	Paraelemental, ice greater (*MotP*)
9	Paraelemental, smoke greater (*MotP*)
9	Unraveler (*PH*)
10	Crystal dragon, young adult (*MM2*)
11	Dragon, emerald young adult (*MM2*)
11	Elemental, air elder (*MM*)
11	Paraelemental, ice elder (*MotP*)
11	Paraelemental, smoke elder (*MotP*)
12	Crystal dragon, adult (*MM2*)
12	Deva, monadic (*FF*)
12	Elemental weird, air (*MM2*)
14	Dragon, emerald adult (*MM2*)
15	Crystal dragon, mature adult (*MM2*)
16	Dragon, emerald mature adult (*MM2*)
16	Tempest (*MM2*)
17	Crystal dragon, old (*MM2*)
18	Crystal dragon, very old (*MM2*)
18	Dragon, emerald old (*MM2*)
19	Dragon, emerald very old (*MM2*)
20	Crystal dragon, ancient (*MM2*)
21	Abomination, chicimec (*ELH*)
21	Crystal dragon, wyrm (*MM2*)
21	Dragon, emerald ancient (*MM2*)
22	Dragon, emerald wyrm (*MM2*)
23	Crystal dragon, great wyrm (*MM2*)
24	Dragon, emerald great wyrm (*MM2*)
35	Elemental, primal air (*ELH*)
+0 to +2	Air element creature template (*MotP*)
+0 to +2	Cold element creature template (*MotP*)
+2	Half-elemental template (*MotP*)

CR	Elemental Plane of Earth
1	Elemental, earth Small (*MM*)
1	Paraelemental, magma Small (*MotP*)
1	Paraelemental, ooze Small (*MotP*)
2	Dragon, sapphire wyrmling (*MM2*)
2	Stone spike (*MM2*)
3	Dragon, amethyst wyrmling (*MM2*)
3	Elemental, earth Medium (*MM*)
3	Mephit, earth (*MM*)
3	Mephit, salt (*MM*)
3	Paraelemental, magma Medium (*MotP*)
3	Paraelemental, ooze Medium (*MotP*)
3	Xorn, minor (*MM*)
4	Dragon, amethyst very young (*MM2*)
4	Dragon, sapphire very young (*MM2*)
4	Elementite swarm, earth (*PH*)
4	Janni (*MM*)
4	Walking wall *(MH)*
5	Elemental, earth Large (*MM*)
5	Paraelemental, magma Large (*MotP*)
5	Paraelemental, ooze Large (*MotP*)
6	Dragon, amethyst young (*MM2*)
6	Dragon, sapphire young (*MM2*)
6	Xorn, average (*MM*)
7	Dao (*MotP*)
7	Elemental, earth Huge (*MM*)
7	Paraelemental, magma Huge (*MotP*)
7	Paraelemental, ooze Huge (*MotP*)
8	Dragon, amethyst juvenile (*MM2*)
8	Dragon, sapphire juvenile (*MM2*)
8	Xorn, elder (*MM*)
9	Dune stalker (*MM2*)
9	Elemental, earth greater (*MM*)
9	Galeb duhr (*MM2*)
9	Paraelemental, magma greater (*MotP*)
9	Paraelemental, ooze greater (*MotP*)
9	Unraveler (*PH*)
10	Dragon, sapphire young adult (*MM2*)
11	Dragon, amethyst young adult (*MM2*)
11	Elemental, earth elder (*MM*)
11	Paraelemental, magma elder (*MotP*)
11	Paraelemental, ooze elder (*MotP*)
12	Deva, monadic (*FF*)
12	Elemental weird, earth (*MM2*)
13	Dragon, sapphire adult (*MM2*)
14	Dragon, amethyst adult (*MM2*)
14	Rukarazyll (*MM2*)
15	Dragon, sapphire mature adult (*MM2*)
16	Dragon, amethyst mature adult (*MM2*)
16	Tempest (*MM2*)
18	Dragon, amethyst old (*MM2*)
18	Dragon, sapphire old (*MM2*)
19	Dragon, amethyst very old (*MM2*)
19	Dragon, sapphire very old (*MM2*)
21	Dragon, amethyst ancient (*MM2*)
21	Dragon, sapphire ancient (*MM2*)
22	Dragon, sapphire wyrm (*MM2*)
23	Dragon, amethyst wyrm (*MM2*)
24	Dragon, sapphire great wyrm (*MM2*)
25	Dragon, amethyst great wyrm (*MM2*)
35	Elemental, primal earth (*ELH*)
+0 to +2	Earth element creature template (*MotP*)
+2	Half-elemental template (*MotP*)

CR	Elemental Plane of Fire
1	Elemental, fire Small (*MM*)
1	Gnome, fire (*PH*)
1	Paraelemental, magma Small (*MotP*)
1	Paraelemental, smoke Small (*MotP*)
2	Azer (*MM*)
2	Thoqqua (*MM*)
3	Elemental, fire Medium (*MM*)
3	Fire bat (*MM2*)
3	Magma hurler *(MH)*
3	Magmin (*MM*)
3	Mephit, fire (*MM*)
3	Mephit, magma (*MM*)
3	Mephit, steam (*MM*)
3	Paraelemental, magma Medium (*MotP*)
3	Paraelemental, smoke Medium (*MotP*)
3	Salamander, flamebrother (*MM*)
4	Elementite swarm, Fire (*PH*)
5	Elemental, fire Large (*MM*)
5	Paraelemental, magma Large (*MotP*)
5	Paraelemental, smoke Large (*MotP*)
5	Rast (*MM*)
6	Salamander, average (*MM*)
7	Elemental, fire Huge (*MM*)
7	Paraelemental, magma Huge (*MotP*)
7	Paraelemental, smoke Huge (*MotP*)
8	Efreeti (*MM*)
9	Elemental, fire greater (*MM*)
9	Paraelemental, magma greater (*MotP*)
9	Paraelemental, smoke greater (*MotP*)
9	Unraveler (*PH*)
10	Salamander, noble (*MM*)
11	Elemental, fire elder (*MM*)
11	Paraelemental, magma elder (*MotP*)
11	Paraelemental, smoke elder (*MotP*)
12	Deva, monadic (*FF*)
12	Elemental weird, fire (*MM2*)
16	Tempest (*MM2*)
35	Elemental, primal fire (*ELH*)
+0 to +2	Fire element creature template (*MotP*)
+2	Half-elemental template (*MotP*)

CR	Elemental Plane of Water
1	Elemental, water Small (*MM*)
1	Paraelemental, ice Small (*MotP*)
1	Paraelemental, ooze Small (*MotP*)
3	Dragon, topaz wyrmling (*MM2*)
3	Elemental, water Medium (*MM*)
3	Mephit, ooze (*MM*)
3	Mephit, water (*MM*)
3	Paraelemental, ice Medium (*MotP*)
3	Paraelemental, ooze Medium (*MotP*)
3	Tojanida, juvenile (*MM*)
4	Dragon, topaz very young (*MM2*)
4	Elementite swarm, Water (*PH*)
5	Elemental, water Large (*MM*)
5	Paraelemental, ice Large (*MotP*)
5	Paraelemental, ooze Large (*MotP*)
5	Tojanida, adult (*MM*)
6	Dragon, topaz young (*MM2*)
7	Elemental, water Huge (*MM*)
7	Nimblewright (*MM2*)
7	Paraelemental, ice Huge (*MotP*)
7	Paraelemental, ooze Huge (*MotP*)
9	Dragon, topaz juvenile (*MM2*)
9	Elemental, water greater (*MM*)
9	Immoth (*MM2*)
9	Marid (*MotP*)
9	Paraelemental, ice greater (*MotP*)
9	Paraelemental, ooze greater (*MotP*)
9	Tojanida, elder (*MM*)
9	Unraveler (*PH*)
11	Elemental, water elder (*MM*)
11	Paraelemental, ice elder (*MotP*)
11	Paraelemental, ooze elder (*MotP*)

12	Deva, monadic (*FF*)
12	Dragon, topaz young adult (*MM2*)
12	Elemental weird, water (*MM2*)
14	Dragon, topaz adult (*MM2*)
16	Tempest (*MM2*)
17	Dragon, topaz mature adult (*MM2*)
19	Dragon, topaz old (*MM2*)
20	Dragon, topaz very old (*MM2*)
22	Dragon, topaz ancient (*MM2*)
23	Dragon, topaz wyrm (*MM2*)
25	Dragon, topaz great wyrm (*MM2*)
35	Elemental, primal water (*ELH*)
+0 to +2	Cold element creature template (*MotP*)
+0 to +2	Water element creature template (*MotP*)
+2	Half-elemental template (*MotP*)

CR	Negative Energy Plane
5	Energon, xeg-yi (*MotP*)
8	Void ooze (*PH*)
9	Deva, movanic (*FF*)
+1 to +3	Entropic creature template (*PH*)

CR	Positive Energy Plane
4	Energon, xag-ya (*MotP*)
5	Ravid (*MM*)
8	Glimmerskin (*MM2*)
9	Deva, movanic (*FF*)
+1 to +3	Vivacious creature template (*PH*)

CR	Heroic Domains of Ysgard
1/2	Bariaur (*MotP*, updated in *BoED*)
2	Protectar *(MH)*
2	Swarm, cranium rat lesser pack (*FF*)
3	Bariaur (*BoED*)
3	Planar dragon, battle wyrmling (*Drac*)
4	Planar dragon, battle very young (*Drac*)
5	Fensir (*FF*)
5	Swarm, cranium rat average pack (*FF*)
6	Planar dragon, battle young (*Drac*)
7	Lillend (*MM*)
8	Planar dragon, battle juvenile (*Drac*)
8	Rakka (*FF*)
9	Bariaur defender of Ysgard (*BoED*)
10	Planar dragon, battle young adult (*Drac*)
11	Aspect of Kord *(MH)*
11	Swarm, cranium rat greater pack (*FF*)
12	Planar dragon, battle adult (*Drac*)
14	Planar dragon, battle mature adult (*Drac*)
17	Planar dragon, battle old (*Drac*)
18	Planar dragon, battle very old (*Drac*)
19	Planar dragon, battle ancient (*Drac*)
19	Ragewind (*MM2*)
20	Planar dragon, battle wyrm (*Drac*)
22	Planar dragon, battle great wyrm (*Drac*)
+0 to +2	Anarchic creature template (*PH*)

CR	Ever-Changing Chaos of Limbo
1	Githzerai (*MM*)
1	Planetouched, chaond (*MM2*)
2	Swarm, cranium rat lesser pack (*FF*)
3	Planar dragon, chaos wyrmling (*Drac*)
4	Planar dragon, chaos very young (*Drac*)
5	Energon, xac-yij (*PH*)
5	Swarm, cranium rat average pack (*FF*)
6	Planar dragon, chaos young (*Drac*)
6	Slaad, mud (*FF*)
7	Chaos beast (*MM*)
7	Slaad, red (*MM*)
8	Limbo stalker (*PH*)
8	Planar dragon, chaos juvenile (*Drac*)
8	Slaad, blue (*MM*)
9	Slaad, green (*MM*)
10	Slaad, gray (*MM*)
11	Planar dragon, chaos young adult (*Drac*)
11	Swarm, cranium rat greater pack (*FF*)
13	Planar dragon, chaos adult (*Drac*)
13	Slaad, death (*MM*)
15	Planar dragon, chaos mature adult (*Drac*)
16	Planar dragon, chaos old (*Drac*)
17	Planar dragon, chaos very old (*Drac*)
19	Planar dragon, chaos ancient (*Drac*)
19	Ragewind (*MM2*)
20	Planar dragon, chaos wyrm (*Drac*)
21	Slaad, white (*ELH*)
22	Planar dragon, chaos great wyrm (*Drac*)
25	Slaad, black (*ELH*)
+0 to +2	Anarchic Creature Template (*PH*)

CR	Windswept Depths of Pandemonium
2	Swarm, cranium rat lesser pack (*FF*)
3	Bloodthorn (*FF*)
3	Howler (*MM*)
5	Planar dragon, howling wyrmling (*Drac*)
5	Swarm, cranium rat average pack (*FF*)
6	Planar dragon, howling very young (*Drac*)
8	Planar dragon, howling young (*Drac*)
10	Planar dragon, howling juvenile (*Drac*)
11	Swarm, cranium rat greater pack (*FF*)
13	Planar dragon, howling young adult (*Drac*)
14	Planar dragon, howling adult (*Drac*)
17	Planar dragon, howling mature adult (*Drac*)
19	Planar dragon, howling old (*Drac*)
19	Ragewind (*MM2*)
20	Planar dragon, howling very old (*Drac*)
21	Planar dragon, howling ancient (*Drac*)
22	Planar dragon, howling wyrm (*Drac*)
23	Planar dragon, howling great wyrm (*Drac*)
+0 to +2	Anarchic creature template (*PH*)

CR	Infinite Layers of the Abyss
1/2	Planetouched, tiefling (*MM*)
1/2	Planetouched, wispling (*FF*)
1	Abrian (*FF*)
1	Dwarf, frost (*PH*)
1	Mane *(BoVD)*
2	Demon, Abyssal maw (*MM2*)
2	Demon, Abyssal skulker (*MM2*)
2	Demon, dretch (*MM*)
2	Demon, quasit (*MM*)
2	Swarm, cranium rat lesser pack (*FF*)
3	Bloodthorn (*FF*)
3	Planar dragon, Styx wyrmling (*Drac*)
3	Rutterkin *(BoVD)*
4	Abyssal eviscerator *(MH)*
4	Canomorph, vultivor (*FF*)
4	Planar dragon, Styx very young (*Drac*)
4	Vorr (*FF*)
4	Demon, skulvyn (*FF*)
5	Bar-lgura *(BoVD)*
5	Demon, Abyssal ravager (*MM2*)
5	Demon, jovoc (*MM2*)
5	Swarm, cranium rat average pack (*FF*)
6	Demon, babau (*MM*)
6	Demon, uridezu (*MotP*)
6	Planar dragon, Styx young (*Drac*)
6	Varrangoin, lesser (*FF*)
7	Babau (BoVD)
7	Demon, armanite (*MotP*)
7	Demon, succubus (*MM*)
8	Bodak (*MM*)
8	Demon, palrethee (*MM2*)
8	Planar dragon, Styx juvenile (*Drac*)
8	Shadow demon *(BoVD)*
8	Swarm, locust bloodfiend (*FF*)
9	Abyssal drake (*Drac*)
9	Aspect of Demogorgon *(MH)*
9	Aspect of Orcus *(MH)*
9	Canomorph, vultivor rogue (*FF*)
9	Demon, maurezhi (*FF*)
9	Demon, vrock (*MM*)
9	Demon, zovvut (*MM2*)
10	Abyssal ghoul (*FF*)
10	Chasme *(BoVD)*
10	Demon, bebilith (*MM*)
10	Planar dragon, Styx young adult (*Drac*)
10	Varrangoin, rager (*FF*)
11	Aspect of Lolth *(MH)*
11	Demon, hezrou (*MM*)
11	Demon, retriever (*MM*)
11	Swarm, cranium rat greater pack (*FF*)
11	Varrangoin, arcanist (*FF*)
12	Basilisk, Abyssal greater (*MM*)
12	Planar dragon, Styx adult (*Drac*)
13	Demon, glabrezu (*MM*)
13	Demon, goristro (*MotP*)
13	Demon, jarilith (*MM2*)
13	Ironmaw (*FF*)
13	Living holocaust (*FF*)
14	Demon, alkilith (*FF*)
14	Demon, bloodfiend (*FF*)
14	Demon, nalfeshnee (*MM*)

14	Planar dragon, Styx mature adult (*Drac*)
16	Swarm, Abyssal ant (*FF*)
17	Demon, marilith (*MM*)
17	Demon, wastrilith (*FF*)
17	Planar dragon, Styx old (*Drac*)
18	Demon, kelvezu (*MM2*)
18	Golem, demonflesh (*FF*)
18	Planar dragon, Styx very old (*Drac*)
19	Planar dragon, Styx ancient (*Drac*)
19	Ragewind (*MM2*)
20	Demon, balor (*MM*)
20	Planar dragon, Styx wyrm (*Drac*)
21	Demon, myrmyxicus (*FF*)
22	Planar dragon, Styx great wyrm (*Drac*)
25	Demon, klurichir (*FF*)
+0 to +2	Anarchic creature template (*MotP*)
+0 to +2	Fiendish creature template (*MM*)
+1 to +3	Half-fiend template (*MM*)

CR	Tarterian Depths of Carceri
1/2	Planetouched, tiefling (*MM*)
2	Swarm, cranium rat lesser pack (*FF*)
2	Terlen (*FF*)
2	Vargouille (*MM*)
3	Bloodthorn (*FF*)
3	Planar dragon, Styx wyrmling (*Drac*)
4	Vaath *(BoVD)*
4	Planar dragon, Styx very young (*Drac*)
5	Planar dragon, Tarterian wyrmling (*Drac*)
5	Swarm, cranium rat average pack (*FF*)
6	Planar dragon, Styx young (*Drac*)
6	Planar dragon, Tarterian very young (*Drac*)
8	Planar dragon, Styx juvenile (*Drac*)
8	Planar dragon, Tarterian young (*Drac*)
10	Planar dragon, Styx young adult (*Drac*)
10	Planar dragon, Tarterian juvenile (*Drac*)
11	Demodand, farastu (*FF*)
11	Swarm, cranium rat greater pack (*FF*)
12	Aspect of Nerull *(MH)*
12	Planar dragon, Styx adult (*Drac*)
13	Demodand, kelubar (*FF*)
13	Planar dragon, Tarterian young adult (*Drac*)
14	Planar dragon, Styx mature adult (*Drac*)
14	Planar dragon, Tarterian adult (*Drac*)
16	Demodand, shator (*FF*)
17	Planar dragon, Styx old (*Drac*)
17	Planar dragon, Tarterian mature adult (*Drac*)
18	Planar dragon, Styx very old (*Drac*)
19	Planar dragon, Styx ancient (*Drac*)
19	Planar dragon, Tarterian old (*Drac*)
19	Ragewind (*MM2*)
20	Planar dragon, Tarterian very old (*Drac*)
20	Planar dragon, Styx wyrm (*Drac*)
21	Planar dragon, Tarterian ancient (*Drac*)
22	Planar dragon, Styx great wyrm (*Drac*)
22	Planar dragon, Tarterian wyrm (*Drac*)
23	Planar dragon, Tarterian great wyrm (*Drac*)
+0 to +2	Fiendish creature template (*MM*)
+1 to +3	Half-fiend template (*MM*)

CR	Gray Waste of Hades
1/2	Planetouched, tiefling (*MM*)
2	Swarm, cranium rat lesser pack (*FF*)
2	Terlen (*FF*)
3	Planar dragon, Styx wyrmling (*Drac*)
3	Yeth hound (*MM*)
4	Nightmare, lesser (*PH*)
4	Planar dragon, Styx very young (*Drac*)
5	Nightmare (*MM*)
5	Swarm, cranium rat average pack (*FF*)
6	Planar dragon, Styx young (*Drac*)
7	Slasrath (*FF*)
8	Pack fiend (*PH*)
8	Planar dragon, Styx juvenile (*Drac*)
9	Night hag (*MM*)
10	Planar dragon, Styx young adult (*Drac*)
11	Nightmare, cauchemar (*MM*)
11	Swarm, cranium rat greater pack (*FF*)
12	Planar dragon, Styx adult (*Drac*)
14	Planar dragon, Styx mature adult (*Drac*)
17	Planar dragon, Styx old (*Drac*)
18	Planar dragon, Styx very old (*Drac*)
19	Planar dragon, Styx ancient (*Drac*)
19	Ragewind (*MM2*)
20	Planar dragon, Styx wyrm (*Drac*)
22	Planar dragon, Styx great wyrm (*Drac*)
+0 to +2	Fiendish creature template (*MM*)
+1 to +3	Half-fiend template (*MM*)

CR	Bleak Eternity of Gehenna
1/2	Planetouched, tiefling (*MM*)
2	Swarm, cranium rat lesser pack (*FF*)
2	Terlen (*FF*)
3	Planar dragon, Styx wyrmling (*Drac*)
3	Yugoloth, skeroloth (*FF*)
4	Barghest (*MM*)
4	Planar dragon, pyroclastic wyrmling (*Drac*)
4	Planar dragon, Styx very young (*Drac*)
5	Barghest, greater (*MM*)
5	Canomorph, shadurakul (*FF*)
5	Energon, xac-yel (*PH*)
5	Planar dragon, pyroclastic very young (*Drac*)
5	Swarm, cranium rat average pack (*FF*)
6	Planar dragon, pyroclastic young (*Drac*)
6	Planar dragon, Styx young (*Drac*)
6	Yugoloth, canoloth (*MotP*)
7	Yugoloth, mezzoloth (*MotP*)
8	Planar dragon, Styx juvenile (*Drac*)
8	Hellwasp swarm (*MM*)
9	Planar dragon, pyroclastic juvenile (*Drac*)
9	Vaporighu (*MM2*)
9	Yugoloth, piscoloth (*FF*)
10	Planar dragon, Styx young adult (*Drac*)
10	Marraenoloth (*MM2*)
10	Yagnoloth (*MM2*)
11	Canomorph, shadurakul fighter (*FF*)
11	Phiuhl (*FF*)
11	Swarm, cranium rat greater pack (*FF*)
12	Planar dragon, pyroclastic young adult (*Drac*)
12	Planar dragon, Styx adult (*Drac*)
13	Planar dragon, pyroclastic adult (*Drac*)
13	Yugoloth, nycaloth (*MotP*)
14	Planar dragon, Styx mature adult (*Drac*)
16	Planar dragon, pyroclastic mature adult (*Drac*)
16	Yugoloth, ultroloth (*MotP*)
17	Arcanaloth (*MM2*)
17	Planar dragon, Styx old (*Drac*)
18	Planar dragon, pyroclastic old (*Drac*)
18	Planar dragon, Styx very old (*Drac*)
19	Planar dragon, pyroclastic very old (*Drac*)
19	Planar dragon, Styx ancient (*Drac*)
19	Ragewind (*MM2*)
20	Planar dragon, pyroclastic ancient (*Drac*)
20	Planar dragon, Styx wyrm (*Drac*)
21	Planar dragon, pyroclastic wyrm (*Drac*)
22	Planar dragon, pyroclastic great wyrm (*Drac*)
22	Planar dragon, Styx great wyrm (*Drac*)
+0 to +2	Fiendish creature template (*MM*)
+1 to +3	Half-fiend template (*MM*)

CR	Nine Hells of Baator
1/2	Planetouched, maeluth (*FF*)
1/2	Planetouched, tiefling (*MM*)
1	Planetouched, zenythri (*MM2*)
1	Devil, lemure (*MM*)
2	Devil, imp (*MM*)
2	Imp, filth (*FF*)
2	Swarm, cranium rat lesser pack (*FF*)
3	Canomorph, haraknin (*FF*)
3	Devil, advespa (*MM2*)
3	Hell hound (*MM*)
3	Imp, bloodbag (*FF*)
3	Imp, euphoric (*FF*)
3	Planar dragon, Styx wyrmling (*Drac*)
4	Devil, spinagon (*MotP*)
4	Half-fiend, durzagon (*MM2*)

4	Planar dragon, Styx very young (*Drac*)
5	Chain golem (*MM2*)
5	Canomorph, haraknin barbarian (*FF*)
5	Devil, bearded (barbazu) (*MM*)
5	Energon, xor-yost (*PH*)
5	Marrash (*MM2*)
5	Swarm, cranium rat average pack (*FF*)
6	Devil, chain (kyton) (*MM*)
6	Kocrachon *(BoVD)*
6	Planar dragon, Styx young (*Drac*)
7	Devil, amnizu (*MM2*)
7	Devil, hellcat (Bezekira) (*MM*)
8	Devil, erinyes (*MM*)
8	Planar dragon, Styx juvenile (*Drac*)
9	Aspect of Asmodeus *(MH)*
9	Aspect of Mephistopheles *(MH)*
9	Devil, bone (osyluth) (*MM*)
9	Devil, malebranche (*MM2*)
9	Devil, narzugon (*MotP*)
9	Hell hound, Nessian warhound (*MM*)
10	Aspect of Tiamat *(MH)*
10	Gathra (*FF*)
10	Maelephant (*FF*)
10	Planar dragon, Styx young adult (*Drac*)
11	Devil, barbed (hamatula) (*MM*)
11	Swarm, cranium rat greater pack (*FF*)
12	Planar dragon, Styx adult (*Drac*)
13	Devil, ice (gelugon) (*MM*)
14	Planar dragon, Styx mature adult (*Drac*)
16	Devil, horned (cornugon) (*MM*)
16	Ghargatula *(BoVD)*
17	Planar dragon, Styx old (*Drac*)
18	Devil, xerfilstyx (*FF*)
18	Planar dragon, Styx very old (*Drac*)
19	Planar dragon, Styx ancient (*Drac*)
19	Ragewind (*MM2*)
20	Devil, pit fiend (*MM*)
20	Planar dragon, Styx wyrm (*Drac*)
22	Devil, paeliryon (*FF*)
26	Hellfire wyrm (*MM2*)
22	Planar dragon, Styx great wyrm (*Drac*)
+0 to +2	Axiomatic creature template (*PH*)
+0 to +2	Fiendish creature template (*MM*)
+1 to +3	Half-fiend template (*MM*)

CR	Infernal Battlefield of Acheron
1	Bladeling (*MM2*)
1	Planetouched, zenythri (*MM2*)
2	Swarm, cranium rat lesser pack (*FF*)
3	Maug (*FF*)
3	Planar dragon, rust wyrmling (*Drac*)
4	Planar dragon, rust very young (*Drac*)
5	Achaierai (*MM*)
5	Energon, xong-yong (*PH*)
5	Swarm, cranium rat average pack (*FF*)
6	Planar dragon, rust young (*Drac*)
8	Planar dragon, rust juvenile (*Drac*)
11	Aspect of Hextor *(MH)*
11	Planar dragon, rust young adult (*Drac*)
11	Swarm, cranium rat greater pack (*FF*)
12	Bonespear (*FF*)
13	Planar dragon, rust adult (*Drac*)
13	Steel predator (*FF*)
15	Planar dragon, rust mature adult (*Drac*)
16	Planar dragon, rust old (*Drac*)
17	Planar dragon, rust very old (*Drac*)
19	Chronotyryn (*FF*)
19	Planar dragon, rust ancient (*Drac*)
19	Ragewind (*MM2*)
20	Planar dragon, rust wyrm (*Drac*)
22	Abomination, anaxim (*ELH*)
22	Planar dragon, rust great wyrm (*Drac*)
+0 to +2	Axiomatic creature template (*PH*)

CR	Clockwork Nirvana of Mechanus
1/2	Formian, worker (*MM*)
1/2	Planetouched, mechanatrix (*FF*)
1	Planetouched, zenythri (*MM2*)
2	Swarm, cranium rat lesser pack (*FF*)
3	Formian, warrior (*MM*)
5	Swarm, cranium rat average pack (*FF*)
6	Formian, winged warrior (*FF*)
7	Formian, taskmaster (*MM*)
8	Formian, armadon (*FF*)
9	Inevitable, zelekhut (*MM*)
10	Formian, myrmarch (*MM*)
11	Formian, observer (*FF*)
11	Swarm, cranium rat greater pack (*FF*)
12	Inevitable, kolyarut (*MM*)
15	Inevitable, marut (*MM*)
17	Formian, queen (*MM*)
17	Inevitable, quarut (*FF*)
19	Inevitable, varakhut (*FF*)
19	Ragewind (*MM2*)
22	Abomination, anaxim (*ELH*)
+0 to +2	Axiomatic creature template (*PH*)

CR	Peaceable Kingdoms of Arcadia
1	Planetouched, zenythri (*MM2*)
2	Swarm, cranium rat lesser pack (*FF*)
4	Rhek (*BoED*)
5	Swarm, cranium rat average pack (*FF*)
11	Swarm, cranium rat greater pack (*FF*)
12	Rhek chaosdrinker (*BoED*)
19	Ragewind (*MM2*)
+0 to +2	Axiomatic creature template (*PH*)

CR	Seven Mounting Heavens of Celestia
1/2	Planetouched, aasimar (*MM*)
1	Planetouched, zenythri (*MM2*)
2	Archon, lantern (*MM*)
2	Protectar *(MH)*
2	Swarm, cranium rat lesser pack (*FF*)
4	Archon, hound (*MM*)
4	Planar dragon, Oceanus wyrmling (*Drac*)
4	Ramadeen *(MH)*
5	Planar dragon, radiant wyrmling (*Drac*)
5	Swarm, cranium rat average pack (*FF*)
5	Planar dragon, Oceanus very young (*Drac*)
6	Planar dragon, Oceanus young (*Drac*)
6	Planar dragon, radiant very young (*Drac*)
8	Archon, warden (*BoED*)
8	Asura (*BoED*)
8	Planar dragon, radiant young (*Drac*)
9	Planar dragon, Oceanus juvenile (*Drac*)
10	Aspect of Bahamut *(MH)*
10	Celestial, firre (*MotP*, updated in *BoED*)
10	Planar dragon, radiant juvenile (*Drac*)
11	Archon, owl (*BoED*)
11	Archon, sword (*BoED*)
11	Swarm, cranium rat greater pack (*FF*)
12	Planar dragon, Oceanus young adult (*Drac*)
13	Lammasu, golden protector (celestial half-dragon) (*MM*)
13	Planar dragon, Oceanus adult (*Drac*)
13	Planar dragon, radiant young adult (*Drac*)
13	Unicorn, celestial charger (*MM*)
14	Angel, astral deva (*MM*)
14	Archon, trumpet (*MM*)
14	Planar dragon, radiant adult (*Drac*)
15	Archon, throne (*BoED*)
16	Angel, planetar (*MM*)
16	Archon, hound hero (*MM*)
16	Planar dragon, Oceanus mature adult (*Drac*)
17	Planar dragon, radiant mature adult (*Drac*)
18	Planar dragon, Oceanus old (*Drac*)
19	Planar dragon, Oceanus very old (*Drac*)
19	Planar dragon, radiant old (*Drac*)
19	Ragewind (*MM2*)
20	Planar dragon, radiant very old (*Drac*)
20	Planar dragon, Oceanus ancient (*Drac*)
21	Planar dragon, radiant ancient (*Drac*)
21	Planar dragon, Oceanus wyrm (*Drac*)
22	Planar dragon, radiant wyrm (*Drac*)
22	Planar dragon, Oceanus great wyrm (*Drac*)
23	Planar dragon, radiant great wyrm (*Drac*)
23	Angel, solar (*MM*)
+0 to +2	Axiomatic creature template (*PH*)
+0 to +2	Celestial creature template (*MM*)
+2	Sanctified creature (*BoED*)
+1 to +3	Half-celestial template (*MM*)

CR	Twin Paradises of Bytopia
1/2	Planetouched, aasimar (*MM*)
1	Gnome, fire (*PH*)
2	Protectar *(MH)*
2	Swarm, cranium rat lesser pack (*FF*)
4	Planar dragon, Oceanus wyrmling (*Drac*)
5	Planar dragon, Oceanus very young (*Drac*)
5	Swarm, cranium rat average pack (*FF*)
6	Planar dragon, Oceanus young (*Drac*)
8	Asura (*BoED*)
9	Planar dragon, Oceanus juvenile (*Drac*)
11	Swarm, cranium rat greater pack (*FF*)
12	Planar dragon, Oceanus young adult (*Drac*)
13	Planar dragon, Oceanus adult (*Drac*)
14	Angel, astral deva (*MM*)
16	Angel, planetar (*MM*)
16	Planar dragon, Oceanus mature adult (*Drac*)
18	Planar dragon, Oceanus old (*Drac*)
19	Planar dragon, Oceanus very old (*Drac*)
19	Ragewind (*MM2*)
20	Planar dragon, Oceanus ancient (*Drac*)
21	Planar dragon, Oceanus wyrm (*Drac*)
22	Planar dragon, Oceanus great wyrm (*Drac*)
23	Angel, solar (*MM*)
+0 to +2	Celestial creature template (*MM*)
+2	Sanctified creature (*BoED*)
+1 to +3	Half-celestial template (*MM*)

CR	Blessed Fields of Elysium
1/4	Elysian thrush (*PH*)
2	Guardinal, musteval (*BoED*)
2	Swarm, cranium rat lesser pack (*FF*)
3	Celestial, cervidal (*MM2*)
4	Planar dragon, Oceanus wyrmling (*Drac*)
5	Celestial, lupinal (*MM2*)
5	Planar dragon, Oceanus very young (*Drac*)
5	Swarm, cranium rat average pack (*FF*)
6	Guardinal, equinal (*BoED*)
6	Planar dragon, Oceanus young (*Drac*)
7	Leskylor (*BoED*)
7	Quesar (*BoED*)
8	Asura (*BoED*)
9	Guardinal, avoral (*MM*)
9	Planar dragon, Oceanus juvenile (*Drac*)
10	Guardinal, ursinal (*BoED*)
10	Leskylor, three-headed (*BoED*)
11	Swarm, cranium rat greater pack (*FF*)
12	Guardinal, leonal (*MM*)
12	Moon dog (*BoED*)
12	Planar dragon, Oceanus young adult (*Drac*)
13	Planar dragon, Oceanus adult (*Drac*)
14	Angel, astral deva (*MM*)
16	Angel, planetar (*MM*)
16	Planar dragon, Oceanus mature adult (*Drac*)
18	Planar dragon, Oceanus old (*Drac*)
19	Planar dragon, Oceanus very old (Drac)
19	Ragewind (*MM2*)
20	Planar dragon, Oceanus ancient (*Drac*)
21	Planar dragon, Oceanus wyrm *(Drac)*
22	Planar dragon, Oceanus great wyrm (*Drac*)
23	Angel, solar (*MM*)
+0 to +2	Celestial creature template (*MM*)
+2	Sanctified creature (*BoED*)
+1 to +3	Half-celestial template (*MM*)

CR	Wilderness of the Beastlands
1/2	Planetouched, aasimar (*MM*)
2	Protectar *(MH)*
2	Swarm, cranium rat lesser pack (*FF*)
4	Planar dragon, Oceanus wyrmling (*Drac*)
5	Energon, xap-yaup (*PH*)
5	Planar dragon, Oceanus very young (*Drac*)
5	Swarm, cranium rat average pack (*FF*)
6	Planar dragon, Oceanus young (*Drac*)
8	Asura (*BoED*)
8	Hollyphant (*BoED*)
9	Planar dragon, Oceanus juvenile (*Drac*)
10	Gaspar (*PH*)
11	Swarm, cranium rat greater pack (*FF*)
12	Planar dragon, Oceanus young adult (*Drac*)
13	Planar dragon, Oceanus adult (*Drac*)
14	Angel, astral deva (*MM*)
16	Angel, planetar (*MM*)
16	Planar dragon, Oceanus mature adult (*Drac*)
18	Behemoth, eagle (*ELH*)
18	Planar dragon, Oceanus old (*Drac*)
19	Behemoth, gorilla (*ELH*)
19	Planar dragon, Oceanus very old (*Drac*)
19	Ragewind (*MM2*)
20	Planar dragon, Oceanus ancient (*Drac*)
21	Planar dragon, Oceanus wyrm (*Drac*)
22	Planar dragon, Oceanus great wyrm (*Drac*)
23	Angel, solar (*MM*)
+0 to +2	Celestial creature template (*MM*)
+2	Sanctified creature (*BoED*)
+1 to +3	Half-celestial template (*MM*)

CR	Olympian Glades of Arborea
1/2	Planetouched, aasimar (*MM*)
2	Bacchae (*FF*)
2	Protectar *(MH)*
2	Swarm, cranium rat lesser pack (*FF*)
4	Planar dragon, Oceanus wyrmling (*Drac*)
5	Planar dragon, Oceanus very young (*Drac*)
5	Swarm, cranium rat average pack (*FF*)
6	Eladrin, bralani (*MM*)
6	Planar dragon, Oceanus young (*Drac*)
8	Asura (*BoED*)
9	Planar dragon, Oceanus juvenile (*Drac*)
11	Swarm, cranium rat greater pack (*FF*)
12	Planar dragon, Oceanus young adult (*Drac*)
13	Eladrin, ghaele (*MM*)
13	Planar dragon, Oceanus adult (*Drac*)
14	Angel, astral deva (*MM*)
16	Angel, planetar (*MM*)
16	Planar dragon, Oceanus mature adult (*Drac*)
18	Planar dragon, Oceanus old (*Drac*)
19	Planar dragon, Oceanus very old (*Drac*)
19	Ragewind (*MM2*)
20	Planar dragon, Oceanus ancient (*Drac*)
21	Planar dragon, Oceanus wyrm (*Drac*)
21	Titan (*MM*)
22	Planar dragon, Oceanus great wyrm (*Drac*)
23	Angel, solar (*MM*)
30	Titan, elder (*ELH*)
+0 to +2	Anarchic creature template (*PH*)
+0 to +2	Celestial creature template (*MM*)
+2	Sanctified creature (*BoED*)
+1 to +3	Half-celestial template (*MM*)

CR	Concordant Domain of the Outlands
1	Ur'Epona (*PH*)
2	Eladrin, coure (*BoED*)
2	Swarm, cranium rat lesser pack (*FF*)
3	Bloodthorn (*FF*)
3	Khaasta (*FF*)
5	Swarm, cranium rat average pack (*FF*)
8	Kuldurath (*FF*)
9	Fhorge (*FF*)
9	Rilmani, ferrumach (*FF*)
10	Eladrin, firre (*BoED*)
11	Swarm, cranium rat greater pack (*FF*)
12	Rilmani, cuprilach (*FF*)
14	Eladrin, shiradi (*BoED*)
17	Rilmani, aurumach (*FF*)
18	Eladrin, tulani (*BoED*)
19	Ragewind (*MM2*)

CR	Other Planes
1	Kaorti (*FF*)
1	Nerra, varoot (*FF*)
3	Nerra, kalareem (*FF*)
6	Nerra, sillit (*FF*)
7	Keeper (*FF*)
21	Pseudonatural troll (*ELH*)
26	Shadow of the void (*ELH*)
27	Uvuudaum (*ELH*)
+10 to +16	Pseudonatural creature (*ELH*)

Explore Never-Ending Realms of Adventure

Only the most exceptional characters dare tread the infinite paths of the planes. From Sigil, the City of Doors, to the Blinding Tower at the heart of the Plane of Shadow, to the Elemental Plane of Fire's storied City of Brass, countless perilous locations in the multiverse await bold heroes armed with remarkable talents and abilities, more than a little courage, and above all, knowledge.

This supplement for the D&D® game provides everything you need to create and play characters prepared for the odyssey of planar travel, including new planar races, feats, equipment, spells, and magic items. *Planar Handbook* also introduces the power of planar touchstones, along with details and advice for visiting dozens of planar sites.

To use this supplement, a Dungeon Master also needs the *Player's Handbook*™, *Dungeon Master's Guide*™, and *Monster Manual*™.
A player needs only the *Player's Handbook*.

d20 system

Visit our website at www.wizards.com/dnd

ISBN 0-7869-3420-8
52995
9 780786 934294
U.S. $29.95 171200000 Printed in the U.S.A.
EAN

Planar Handbook Errata

When the text within a product contradicts itself, our general policy is that the primary source is correct and any secondary reference is incorrect. (For example, when the body text and a table contradict, the information in the text is correct.) Exceptions to this rule will be called out specifically.

Page 15: Spiker Racial Traits

The spiker should have DR 2/piercing or slashing, not DR 2/bludgeoning.

Page 78: Slimy Armor Description

The description for slimy armor (in the second column), the plus sign (+) was accidentally dropped from the Price modifier. The Price should be "+16,200 gp."

Page 81: *Rod of Celestial Might*

The rod's ability to summon an avoral guardinal can be used once per day.

Page 81: *Staff of Abyssal Iron*

The staff's *magic circle* spells should cost 2 charges each, not 1.

Page 89: 1st-level Cleric Spells List

The short description of the *axiomatic water* spell should read as follows:

Axiomatic Water^{M}: Makes lawful-aligned axiomatic water.

Page 127: Lesser Nightmare

The lesser nightmare's Level Adjustment should be +3 (cohort), not just +3.

©2004 Wizards of the Coast, Inc., a subsidiary of Hasbro, Inc. All rights reserved.

MORE PLANAR TOUCHSTONES

A Web Enhancement for the *Planar Handbook*

CREDITS

Design:	Skip Williams
Additional Design:	Bruce Cordell, Gwendolyn Kestrel, and JD Wiker
Editing:	Penny Williams
Typesetting:	Nancy Walker
Web Production	Julia Martin
Web Development:	Mark A. Jindra
Graphic Design:	Sean Glenn, Cynthia Fliege

Based on the original DUNGEONS & DRAGONS® game by E. Gary Gygax and Dave Arneson and on the new edition of the DUNGEONS & DRAGONS game designed by Jonathan Tweet, Monte Cook, Skip Williams, Rich Baker, and Peter Adkison.

D&D, DUNGEONS & DRAGONS, and DUNGEON MASTER are registered trademarks owned by Wizards of the Coast, Inc. The d20 logo is a trademark owned by Wizards of the Coast, Inc. All Wizards characters, character names, and the distinctive likenesses thereof are trademarks owned by Wizards of the Coast, Inc.

This material is protected under the copyright laws of the United States of America. Any reproduction or unauthorized use of the material or artwork contained herein is prohibited without the express written permission of Wizards of the Coast, Inc.

©2004 Wizards of the Coast, Inc.
All rights reserved.
Made in the U.S.A.

This product is a work of fiction.
Any similarity to actual people, organizations, places, or events is purely coincidental.

This Wizards of the Coast game product contains no Open Game Content. No portion of this work may be reproduced in any form without written permission. To learn more about the Open Gaming License and the d20 System License, please visit www.wizards.com/d20.

For more DUNGEONS & DRAGONS articles, adventures, and information, visit www.wizards.com/dnd

The *Planar Handbook* describes extraplanar locations suffused with the power of all existence that are known as planar touchstones. Characters linked to these natural hubs of planar activity can tap their power for personal use, gaining abilities that reflect the nature of the specific locations. But gaining power from the planes is not without risk, and those wishing to exploit their planar connections to the utmost must brave the dangers of the touchstones with which they are linked.

Dozens of planar touchstones are described in the *Planar Handbook,* complete with abilities gained and specific perils of the locations. Now designers Bruce Cordell, Gwendolyn Kestrel, JD Wiker, and Skip Williams offer four additional planar touchstones for plane-hopping PCs to exploit.

PLANAR TOUCHSTONES

The cosmological association of linked planes, demiplanes, and connected dimensional realms creates a vast network through which the energy of existence itself is channeled. Less-connected planes and demiplanes are the nodes of this network, and the most highly connected planes are the hubs. These hubs, known as planar touchstones, are usually suffused with excess energy by virtue of their numerous connections. Thus, many of them are legendary sites of power, or at least places resonant with mythic possibility.

The Planar Touchstone feat described in the *Planar Handbook* allows a character who possesses a portable object native to a given touchstone to forge a link with it. Such a linkage grants the character a base ability that is always active. A personal visit to the touchstone site discharges its inherent power directly into the linked character, granting her a higher-order ability that she can call upon a limited number of times. Additional visits to that planar touchstone can revitalize this charge, restoring the number of available uses of the ability to maximum.

If a character with the Planar Touchstone feat visits a touchstone other than the one to which she is linked, the base ability of the new site replaces that of the old one. In like manner, the character immediately gains the higher-order ability of the new site and loses any remaining uses of the one corresponding to the old site. Characters intimately familiar with planar touchstones often refer to visiting multiple such sites as "taking the touchstone tour."

In addition to conferring benefits on characters, planar touchstone sites can serve as story elements for campaigns. For instance, a prophecy might state that a

particular scourge can be overcome only by "one who looks upon the stars of Oxyrhynchus" (see *Planar Handbook*, page 172). On a less dramatic scale, planar touchstones also make great alternatives to treasure—when characters overcome a particularly difficult threat associated with a touchstone site, the higher-order ability gained makes a good reward.

WHAT MAKES A TOUCHSTONE?

A touchstone site is often special in some way that goes beyond its status as a hub of the cosmological network. Relatively few touchstones exist on the Material Plane, but almost every one of them has historical or geographical importance, or is significant for some other reason besides its cosmological status. For example, one Material Plane touchstone is the peak of the world's tallest mountain.

Planar locations previously described in other game products might also be considered planar touchstones. Adventurers might have known about and even visited such a site several times without ever realizing that it had the power to confer special abilities. Determining the base and higher-order abilities conferred by these sites is an exercise for the DM (see the Behind the Curtain sidebar on page 154 of the *Planar Handbook* for instructions on creating touchstone abilities.)

Some very powerful characters eventually gain the ability to create small demiplanes. Such fledgling locations can never be planar touchstones, but after several thousand years of growth, linkage, and expansion, such a created plane could become host to one or more planar touchstones.

TRAVELING TO TOUCHSTONE SITES

A character who lacks the ability to visit a touchstone site cannot access the higher-order ability inherent to it. Thus, anyone who wishing to take the Planar Touchstone feat and forge a link to a particular planar location should possess a reliable method of reaching it. Perhaps the character knows of a permanent portal that opens near the touchstone, or has access to spells such as *plane shift*, either personally or via a friend. Whatever the method of transportation, the character must have access to a method that is at least somewhat reliable.

But reaching the planar touchstone is the only first step. Some planar touchstones have environments that are inimical to nonnative life. In particular, elemental planes require some preparation because of their energy-dominant traits. For instance, the planar touchstone location called the Burning Rift (see the *Planar Handbook*) is located on the Elemental Plane of Fire. Unless a linked character arranges for proper protection, his visit to this touchstone may be short.

TOUCHSTONES ON THE PLANES

The following section offers four new planar touchstone locations. Each of these sites is described in the following format.

Name: The most common name or names of the planar touchstone are given in this entry.

Description: Each location has a description that details its appearance and general conditions.

Location: This entry provides the planar location of the touchstone, if known. The major planes of existence are described starting on page 151 of the *Dungeon Master's Guide*. Refer to those descriptions for details, especially when a character must travel through some of the intervening planar locations before arriving at the touchstone.

Initial Encounters: This entry offers information on the type of encounters that characters may face on their first visit to the touchstone. An encounter table is provided, if appropriate.

Subsequent Encounters: Information on the type of encounters characters may face on subsequent visits to the touchstone is given here.

Base Ability: This entry describes the base ability gained by a character who takes the Planar Touchstone feat and links to this site. This ability is always available to the character (to the limits of any supernatural ability) and has unlimited uses.

Recharge Condition: Many planar touchstones require not only a visit, but also the fulfillment of some condition in order to recharge the higher-order ability it confers. The linked character need not fulfill this condition to gain the planar touchstone's base ability, but she must do so each time she recharges the higher-order ability.

Higher-Order Ability: A character with the Planar Touchstone feat who visits the touchstone and fulfills its recharge condition gains this ability. It can be used a limited number of times before recharging, which requires another visit to the touchstone and fulfillment of its recharge condition. All higher-order abilities are considered either supernatural or spell-like, as indicated in the individual descriptions. Each such ability is usable only once per day.

Higher-Order Uses: Each time the character recharges her higher-order ability, she brings her remaining uses of it up to this number.

THE BLEAK TOWER (EL 13)

Ages ago, a powerful lich created a swampy demiplane in which to build her stronghold—a single obsidian structure known as the Bleak Tower. Although the bog seemed to surround the tower for miles in every direction, the plane was really only 1 mile in diameter. The lich made the plane self-contained so that no one who entered could move very far from her clutches.

For centuries the lich remained in her tower, researching new and innovative ways to turn dead flesh into undead servants. Whenever she needed new subjects for her experiments, she opened a portal from her demiplane to some other place in the multiverse. The creatures pulled into the swampy plane through such portals were never seen again—at least not in any recognizable form.

No one knows what happened to the lich, but she has not been seen or heard from in millennia. The demiplane's boundaries have grown so weak that it periodically breaches them, spilling into swampy regions of other planes. When such a tear occurs, the Bleak Tower beckons to all the undead in the region, augmenting its own forces.

Location: A nameless demiplane.

Initial Encounters: Roll on the Bleak Tower Encounter Table below when the characters visit the site for the first time, or for the first time in more than a year.

Bleak Tower Encounter Table

d%	Encounter
01–20	1 dread wraith
21–35	6 balor skeletons*
36–60	1 lich
61–85	1 elite vampire, 13th-level half-elf monk/shadowdancer
86–100	1 mature adult black dragon

Subsequent Encounters: Once the characters clear out the area, the chance of an encounter is only 25% on each subsequent visit. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site.

Base Ability: You gain a +1 bonus on all Fortitude saving throws.

Recharge Condition: Walk across the demiplane, beginning at the entrance to the Bleak Tower and walking away in a straight line until you arrive at the entrance again. Traversing the demiplane in this manner is possible because it is self-contained. While walking, you have a 50% chance of having an encounter, in addition to any encounters that may occur as a result of your arrival on the demiplane.

Higher-Order Ability: Once per day, you may use *inflict serious wounds* (caster level 10th) as a spell-like ability.

Higher-Order Uses: 5.

***Balor Skeleton:** CR 8; Large undead; HD 20d12; hp 130; Init +12; Spd 40 ft.; AC 19, touch 17, flat-footed 11; Base Atk +10; Grp +26; Atk +21 melee (1d10+12, slam) or +21 melee (1d6+12, claw) or +14 melee (1d8+13/19–20, +1 *vorpal longsword*); Full Atk +21 melee (1d10+12, 2 slams) or +21 melee (1d6+12, 2 claws) or +14/+9 melee (1d8+13/19–20, +1 *vorpal longsword*) and +22 melee (1d2+1 plus 1d6 fire, +1 *flaming whip*); Space/Reach 10 ft./10 ft.; SQ damage reduction 5/bludgeoning, darkvision 60 ft., immunity to cold, undead traits; AL NE; SV Fort +6, Ref +14, Will +12; Str 35, Dex 27, Con —, Int —, Wis 10, Cha 1.

Skills and Feats: Hide +4, Jump +16, Listen +8, Spot +8; Improved Initiative(B).

Undead Traits: A balor skeleton is immune to mind-affecting effects, poison, sleep effects, paralysis, stunning, disease, death effects, and any effect that requires a Fortitude save unless it also works on objects or is harmless. It is not subject to critical hits, nonlethal damage, ability damage to its physical ability scores, ability drain, energy drain, fatigue, exhaustion, or death from massive damage. It cannot be *raised*, and *resurrection* works only if it is willing.

Possessions: None.

THE CUSP OF THE TRYST (EL 14)

The 148th layer of the Abyss is a rocky, wind-blasted plain named Torrent. Dark blue and green clouds roil endlessly through the sky, and bolts of lightning strike the ground incessantly. Only creatures made of lightning—or those with immunity to its effects—can live in this dismal place.

Any creature standing on the surface of Torrent will eventually be struck by lightning. The inhabitants consider such an event joyous—a sensual joining between the sky and the earth via the body of a fortunate intermediary. Most visitors, however, have no such romantic notions about several million volts of electricity coursing through their bodies.

The tallest point on Torrent is a relatively small mountain that the locals call the Cusp of the Tryst because it is struck by lightning more frequently than any other spot. Many of Torrent's inhabitants consider it a sacred place, and those who travel to it can enjoy the kiss of the lightning more than ten times per hour.

Location: Torrent, the 148th layer of the Abyss.

Initial Encounters: Roll on the Cusp of the Tryst Encounter Table below when the characters visit

the site for the first time, or for the first time in more than a year.

Cusp of the Tryst Encounter Table

d%	Encounter
01–15	1 young adult blue dragon
16–30	3 vrocks
31–65	1 glabrezu
66–90	3 hezrous
91–100	1 mature adult blue dragon

In addition, every 10 minutes that a group of characters remains above ground on Torrent, one of them may (25% chance) be struck by a natural lightning bolt. This chance increases to 50% every 5 minutes for characters standing atop the Cusp of the Tryst. Each of Torrent's lightning bolts deals 5d6 points of electricity damage (Reflex DC 15 half).

Subsequent Encounters: Once the characters clear out the area, the chance of an encounter is only 20% on each subsequent visit. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site. The chance of a lightning strike does not change.

Base Ability: You gain electricity resistance 5.

Recharge Condition: Climb to the top of the Cusp of the Tryst and stand there until lightning strikes you. The lightning deals 5d6 points of electricity damage (no save).

Higher-Order Ability: Once per day as a full-round action, you can create an effect similar to that of the *lightning bolt* spell, except that it deals 1d6 points of electricity damage for every two character levels you have achieved (maximum 10d6, Reflex DC 3 + your character level).

Higher-Order Uses: 5.

THE SENTINEL GROVE (EL 9)

The towering oaks of the sentinel grove are massive and ancient even by the standards of Arborea. Many rise hundreds of feet into the air and have boles more than 20 feet across. A thick bed of moss, fallen leaves, and delicate ferns blankets the ground under these trees, except where occasional gaps in the canopy let in shafts of pure sunlight. Beds of gorgeous wildflowers thrive in such locations, filling the air with their heady perfume.

In the heart of this grove stands an ancient temple—ruined, yet still magnificent. Flowering vines twine around its stately marble columns, and within the roofless sanctuary lies a pond filled with lilies. The remains of friezes depicting epic battles between heroes and all manner of terrible foes decorate the interior walls, but no clues reveal the identity of the deity to whom the temple was dedicated. Some say the building is simply a monument to struggle, and that it was created as a ruin to indicate the fleeting nature of glory.

Location: The first layer of Arborea.

Initial Encounters: Roll on the Sentinel Grove Encounter Table below when the characters visit the site for the first time, or for the first time in more than a year.

Sentinel Grove Encounter Table

d%	Encounter
01–15	1 celestial treant
16–30	3–5 anarchic satyrs
31–70	4–7 anarchic dryads
71–85	3–5 celestial giant eagles
86–100	3–5 celestial giant owls

Subsequent Encounters: Once the characters clear out the area, the chance of an encounter is only 50% on each subsequent visit. If the PCs fail to visit the location for more than a year, they must roll for encounters as if they had never visited the site. The creatures of the sentinel grove resent constant intrusions but are basically good-natured. They may consent to give the characters access to the grove in return for some service rather than simply fighting.

Base Ability: When standing upright on any natural terrain, you gain a +1 bonus on any opposed checks you make to resist bull rush, trip or overrun attempts, and on saving throws to resist being moved against your will (by wind effects or *telekinesis*, for example).

Recharge Condition: You must climb to the top of the tallest oak in the grove, harvest an acorn, and plant it in fertile soil. The relative heights of the trees may change from time to time because of irregularities in growth and vagaries in the weather, so a fresh determination of the correct tree is necessary with each visit.

Higher-Order Ability: Once per day, you can create a *heroes' feast* effect, as the spell (caster level equals your character level).

Higher-Order Uses: 2.

THE DEEPING POOL (EL 11)

The Deeping Pool is actually a small lake, perhaps a quarter mile wide and several miles long. It lies hidden within a broadleaf forest on Krigala, the realm of eternal day. Though the sun shines perpetually overhead, the forest's thick canopy casts the whole area in a green twilight gloom—except for the exact center of the lake, where shafts of golden light stream down and make the waters sparkle like a field of precious diamonds. The pool's depth has never been precisely determined,

perhaps because its verdant surroundings are so lovely that no one has ever bothered to do so, or perhaps because it is bottomless indeed.

The Deeping Pool is the only sizable body water for hundreds of miles in any direction. Thus, for inexperienced travelers, the forest surrounding the pool is effectively a cool, green desert. At any given hour, dozens or even hundreds of animals visit the pool to slake their thirst. Most of these visitors are harmless enough, but some come here for more than a cool drink.

Location: The first layer of the Beastlands.

Initial Encounters: Roll on the Deeping Pool Encounter Table below whenever the characters visit the site for the first time, or for the first time in more than a year.

Deeping Pool Encounter Table

d%	Encounter
01–15	1 gaspar
16–30	5–8 dire wolves
31–70	6–11 giant crocodiles
71–85	1–2 dire tigers
86–100	3–6 celestial unicorns

Subsequent Encounters: The Deeping Pool serves as a watering hole for all manner of wildlife. PCs who make an effort to clear the area of monsters find it just as busy each time they visit. If they make a concerted effort to clear out the bigger predators in the area, however, treat an encounter with dire animals or giant crocodiles as no encounter during subsequent visits. If the characters don't visit for a year or more, go back to using the regular encounter table.

Base Ability: You gain a +2 bonus on all Handle Animal checks and on Survival checks made to forage for food and water.

Recharge Condition: Share a drink from the pool with an animal. To do so, you must be adjacent to an animal, and the two of you must drink from the pool at the same time. For the purpose of recharging the pool's higher-order ability, an "animal" is any creature with the animal type or the augmented animal subtype. Characters with animal companions should find meeting this condition fairly simple, but others must calm or control the animal in some fashion.

Higher-Order Ability: Once per day, you can assume one of the following animal traits for 1 minute per character level. The duration of the ability need not be consecutive minutes or rounds, and starting or suspending the effect is a standard action for you. Choose from the following traits each time you use the ability.

- Gain the low-light vision special quality.
- Gain the scent special quality.
- Increase your current natural armor bonus by +2.
- Gain a climb speed equal to the base land speed for your race (maximum 30 feet).

Higher-Order Uses: 3.

ABOUT THE AUTHOR

Skip Williams keeps busy with freelance projects for several different game companies, and he was *Dragon Magazine*'s Sage for eighteen years. Skip was a codesigner of the D&D 3rd edition game and the chief architect of the *Monster Manual*. When not devising swift and cruel deaths for player characters, Skip putters in his kitchen or garden. (His borscht gets rave reviews.)